TVPM

- EMPTY HOMES FOR NOBODY
- CHILDHOOD INDOCTRINATION
- LIFE IN THE MONETARY SYSTEM
- STUDENTS AND MONEY

AA WORLD:
GOODS AND SERVICES

no. 09

INDIEGOGO CAMPAIGN STATUS: SUCCESS!

by Tio

As you may be aware, we asked for financial help for TVP Magazine through an Indiegogo campaign, which can be found here.

It progressed slowly at first and, because of that, we didn't expect to make it. Then, following a very generous donation pledge, it took off and you raised 103% of the amount. To be honest, it was such a surprise for me, considering that only 2 weeks before the campaign was suppose to end, we hadn't reached the 50% mark.

I understand the words 'thank you' and how often people use the phrase, but I find it a bit irrelevant in many cases This is why I will not dare use it at you :). Instead, I want to make you aware, if you weren't already, that your contribution to the magazine means that we can run it for a full year without a problem and thus, you don't need us to thank you - it is far more important than that, you are now part of this important project.

So you, me, and everyone else who contributed for the magazine in any way, financial or just by simply promoting the campaign, are part of this project.

Throughout this coming year, I will try to raise the funds for the next year and so on. Maybe it will be much easier if people contribute tiny amounts over the course of a year rather of than having such campaigns once a year.

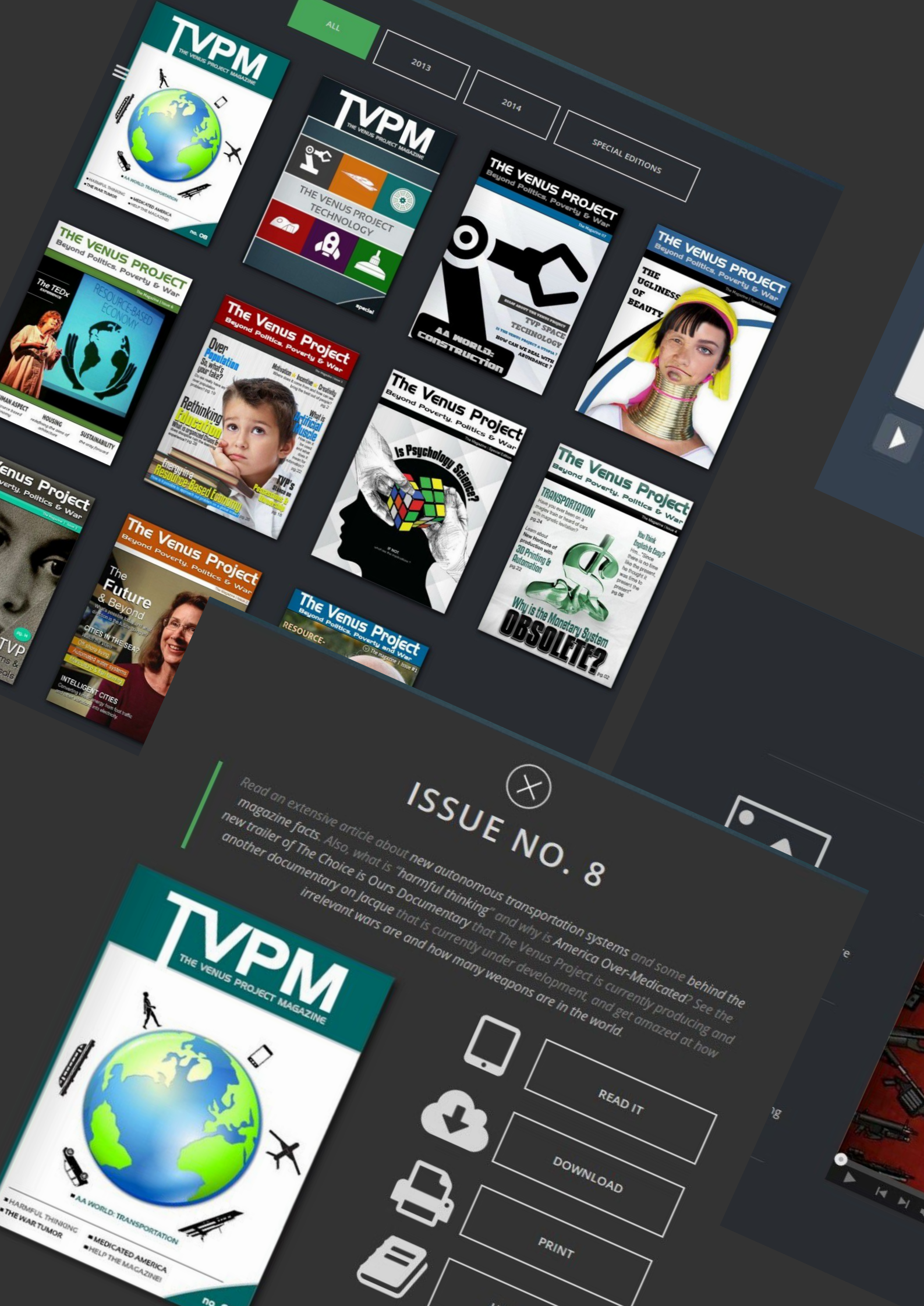
By the way, the costs I calculated were a bit more than expected and the campaign-related fees a bit higher, so the 3% that exceeded what was requested turned out to be such a great help

Since the campaign ended, I was able to create the new TVP Magazine website which is, beyond all, a very functional website that serves many needed purposes. You will find all of our Issues on our new website to read them, download them, and easily share them.

Each issue includes a short description of its contents, so you'll get a brief idea of what it is about and be able to quickly locate specific articles to help you answer anyone's RBE-related questions. We also added links to this description so you can jump directly to any article you want to read. Speaking of that, here you can find a master list of all of the articles published so far, with links to their respective issues and pages.

This website is fully responsive, meaning it will look great on any device, and it provides an easy and simple way for newcomers to get an idea about the magazine, and also for our readers to easily find relevant information and contact us. You can also subscribe to TVP's main newsletter and to get an email update when each new issue is released.

Our one year journey begins with this issue, and we hope this journey will carry on well beyond that.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Beyond Poverty, Politics & War
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The Future & Beyond
ISSUE NO. 8
Read an extensive article about new autonomous transportation systems and some behind the magazine facts. Also, what is "harmful thinking" and why is America Over-Medicated? See the new trailer of The Choice is Ours Documentary that The Venus Project is currently producing and another documentary on Jacque that is currently under development, and get amazed at how irrelevant wars are and how many weapons are in the world.
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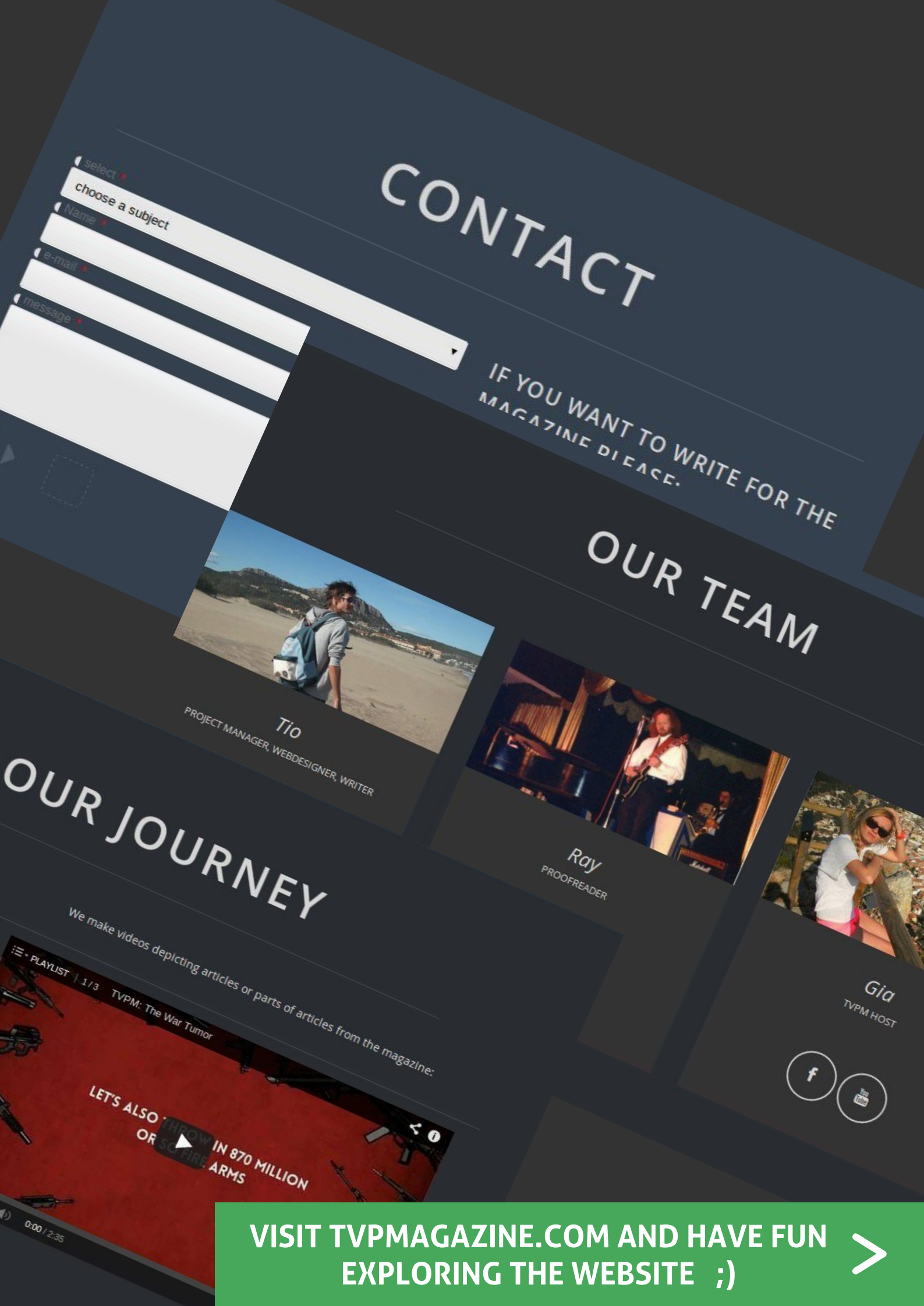

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EMPTY HOMES FOR NOBODY

by Tio

I live in a town with 3000 local residents and, each summer, around 50000 tourists visit the place. As a result, there are a lot of wasted resources here. You see, apart from the summer period (3-4 months), it's like a ghost town; thousands of apartments are empty.

I was thinking at one point, why aren't they giving these apartments for free to poor people, with the only condition attached that they take care of the apartments, and then kick them out when the tourists come? At least that...

Now, here's the surprise. I wanted to rent an apartment for a half a year to a year period, and even more. Because we live in a system where everybody wants to make a buck, there are many companies that rent apartments, and I had to go to each of them.

I spent my entire day going from one company to another searching for an apartment to rent and, to my surprise, I found none.

You see, there are thousands of apartments that are available to rent, but companies prefer to rent them under only two or three week contracts for tourists, instead of renting it to me for one full year or more. That's because during the holiday season, the rent for a week is more expensive than the average cost for longer periods of time.

For them, it might be more profitable to rent apartments to tourists rather than residents, considering minimal maintenance costs. But isn't it a complete waste of resources to keep thousands of apartments empty for 8 months a year? It really makes you wonder what's the real purpose of this system we're living in.

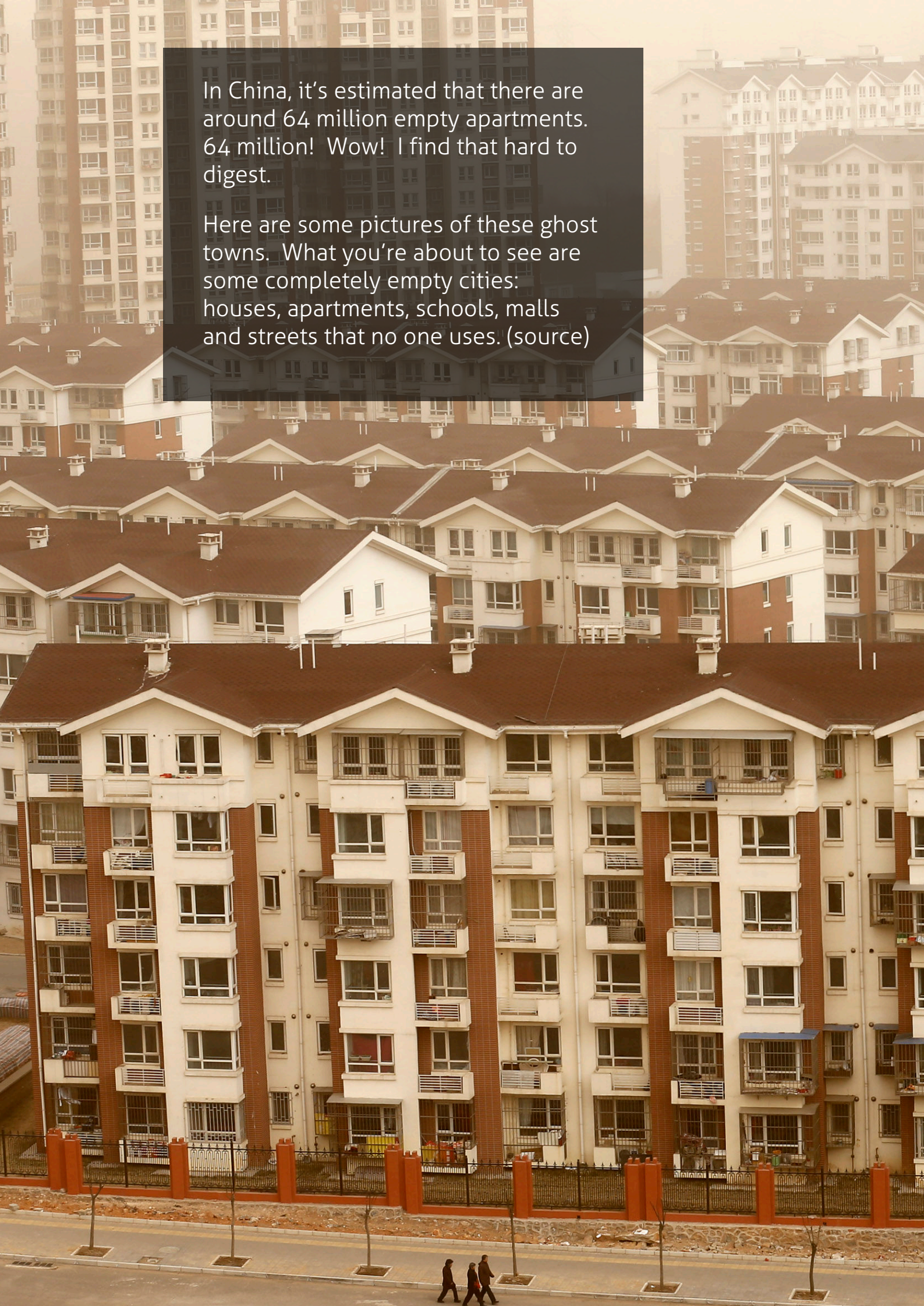
My neighbor has a really big house, which he only visits a few days a year to cut the grass and do a bit of maintenance. I am curious about why he's maintaining this house. At the same time, lots of poor people are struggling to survive on a day to day basis to pay their rents, while such houses just sit empty.

" In a large swath of the East Side, bounded by Fifth and Park Avenues, East 49th and 70th Streets, about 30 percent of the more than 5,000 apartments are routinely vacant for more than 10 months a year because their owners or tenants have permanent homes elsewhere ", according to the Census Bureau's latest American Community Survey.

Also, " ...the ranks of part-timers are growing. Since 2000, the number of Manhattan apartments occupied by absentee owners and renters swelled by more than 70 percent, from 19,000 up to nearly 34,000.

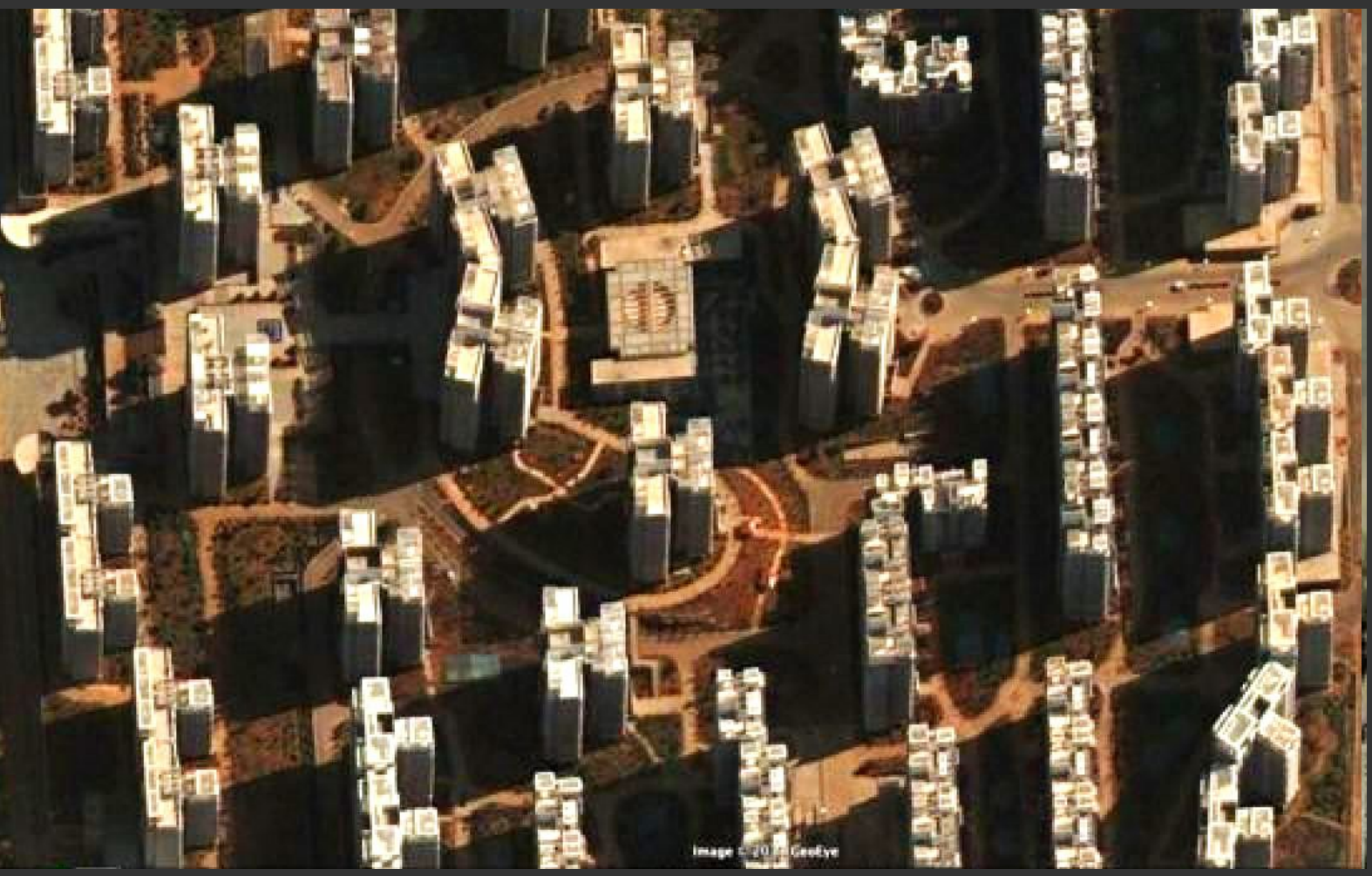
Among all of the 845,000 apartments and houses in Manhattan, 102,000 were identified as vacant in the 2005-9 American Community Survey. Of those, about 33,000 — or about 1 in every 25 Manhattan homes — had an owner or renter who lived there less than two months of the year. "(source)

This is just the tip of the iceberg. Such things happen all around the world.



In China, it's estimated that there are around 64 million empty apartments. 64 million! Wow! I find that hard to digest.

Here are some pictures of these ghost towns. What you're about to see are some completely empty cities: houses, apartments, schools, malls and streets that no one uses. (source)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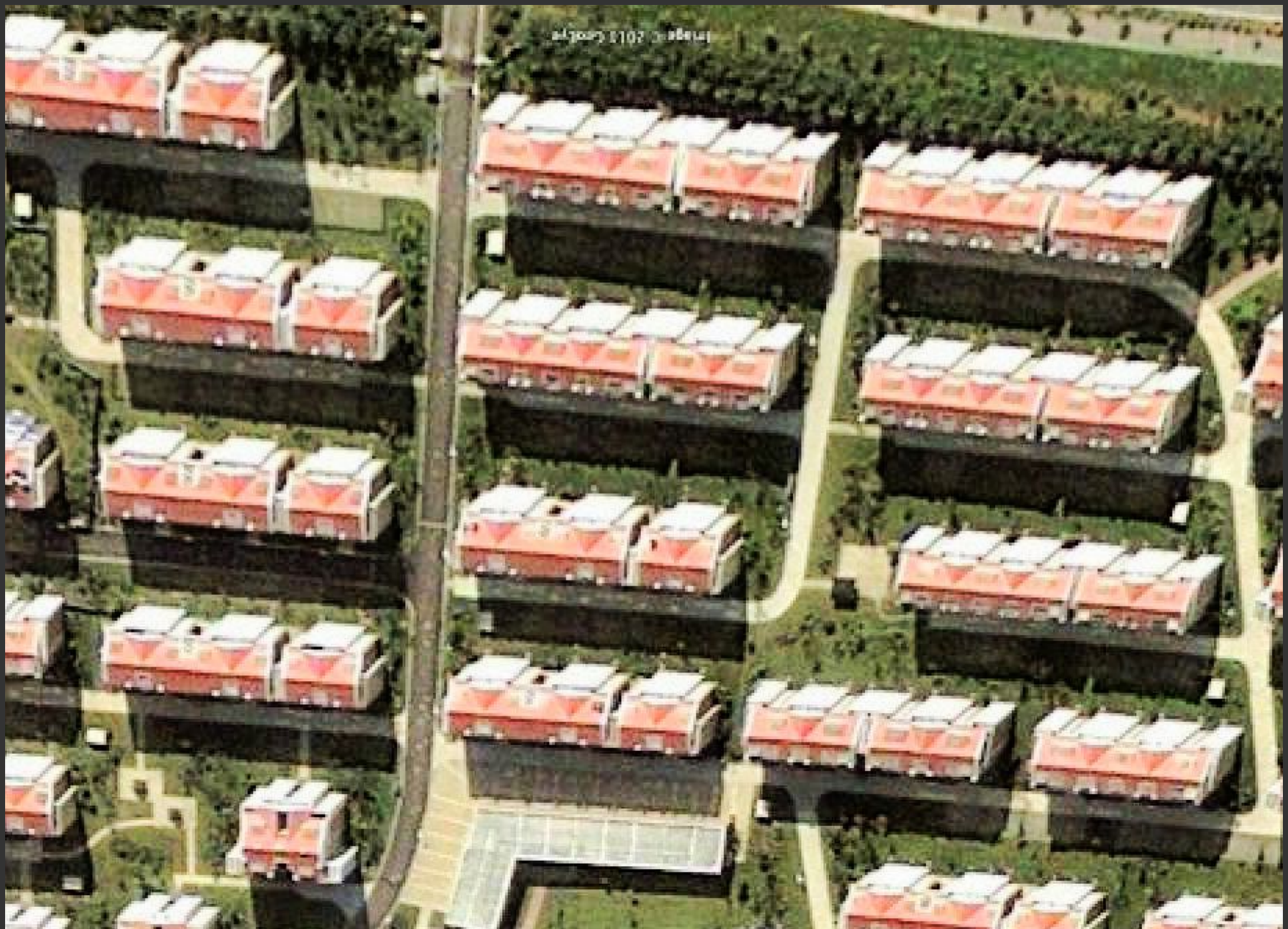


I highly recommend this 15 minutes documentary about these cities to see even more 'social stupidity'.

This is part two. Revisiting the city after 2 years to see if anything has changed. Let me make it short, nothing has changed. But the documentary is still interesting for the details it presents.

What is China's response to this situation?

Well, it plans to build even more - around 20 new cities a year, for the next 20 years.

There are millions of homeless people and tens, if not hundreds, of millions of available apartments. There's more than enough for all, yet the game we play is damn obsolete, unfair and idiotic overall.

This is why we have to change the game; to base our decisions on scientifically-relevant data and when we build houses, for instance, build them according to the needs of people, not for the sake of building them in the hope that we will 'make a buck'.

Childhood Indoctrination

by Colin Culbreth

"If you were born in 1980 and you think the world is round instead of flat, knowing full well that you would think the opposite if you had been born in 1089, you are the victim of childhood indoctrination,"

Richard Dawkins, The God Delusion

SCHEMA

Though we may feel we have a pretty solid understanding of the world around us, I am about to present arguments which will encourage the reader to question if what we have been taught throughout our lives is truthful and accurate. It is difficult for each of us to question established beliefs; in many ways they define who we are as people. What's more, accepting that we were wrong is often difficult and embarrassing because it means admitting to ourselves that a particular view needs to be updated. These are beliefs that we have spent many years constructing and accepting as truth. When it comes to schemas, it seems it is easier for us to be fooled than to convince ourselves that we have been fooled.

"A schema is a cognitive framework or concept that helps organize and interpret information. Schemas can be useful because they allow us to take shortcuts in interpreting the vast amount of information that is available in our environment. However, these mental frameworks also cause us to exclude pertinent information to instead focus only on things that confirm our pre-existing notions or beliefs. Schemas can contribute to stereotypes and make it difficult to accept new, important information that does not conform to our established ideas about the world"[source]. Therefore, before I can begin to present all the solutions that The Venus Project can offer, a few more crucial elements of society must be addressed. My hope is that the reader will allow themselves to honestly reflect upon my arguments instead of accessing their schemas and closing the door to critical thinking. This is no easy task.

Jacque Fresco states, "We were all brought up to believe that everybody should have a right to their own opinion"[source].

Harmless concepts such as which flavor of ice cream is the best is not what he is referring to. He is speaking to the point that having an opinion, which is unproven but regarded as factual, often limits us in our ability to talk with one another. It prevents us from listening to and really understanding what people have to say.

But most importantly, it also sets us up to believe more falsities than facts. For example, "If your sister lives across the way from me and I see 10 guys coming out of her apartment, I can have all kinds of opinions," says Fresco. "She could be a language instructor, a ballet instructor, music teacher or could be doing a number of other things." [source] Instead of opinions, people should learn how to say, I don't know.

"I remember the beginning of the space program," continues Fresco, "someone said, 'you won't see man on the moon for 1000 years.' A guy like that should say, 'I don't know enough about rocketry; I don't know anything about space travel; therefore, I cannot give you an answer'", about whether we will go to the moon or not. "Learning how to say 'I don't know' is one of the hardest things for people to do" [source]. This is the first thing the reader must understand.

Many people are quick to have an opinion based upon their preconceived schemas and therefore rarely ever say, 'I don't know.' Another thing that prevents people from learning new information is that people don't actually communicate with one another. We instead talk at each other. Very few people possess the conditioning to actually communicate with another person. Our modern-day political atmosphere is a perfect example of this. The Republicans and Democrats are absolutely incapable of communicating with one another.

Learning how to say 'I don't know' is one of the hardest things for people to do

The same is true for most everyday civilians. Whether conservative or liberal, they have absolutely no ability to listen to one another, lower their defenses, or have a 2-way conversation that involves the methodology of the scientific method. I am referring to the scientific method being used in the social context of human behavior. In other words, speaking from a logical point of view rather than an emotional one—a conversation which is based on facts, not opinions which serve to defend a logical fallacy.

Another example is with religious teachings. Many different religions have a holy book that members read, but amongst each person who reads it, it is read with a different interpretation. "One person says, 'Jesus meant this'; and the other person says, 'Jesus meant that'; and a third person says, 'No, you're both wrong. This is what he really meant'... so today, we have the Lutherans, the Seventh-day Adventists, the Catholics... because it's subject to interpretation," [source]. "Languages that are not subject to interpretation are mathematics, chemistry, science, engineering, applied agriculture, physics, etc...". "There is not much debate surrounding engineering schematics illustrating how to correctly construct a bridge—no matter which country they're from. Simple laws of physics dictate that if it's not set up correctly, it will collapse." [s ource].

"When engineers talk to each other [what they say is] not subject to interpretation. They use math; they use descriptive systems. If I interpreted what another engineer said in the way I think he meant it, you couldn't build bridges, dams, or power transmission lines.".

Concerning the discipline of chemistry, if the instructions were not correctly followed in a recipe for making a desired compound, the desired results could not be reached. In scientific work, one's results must be able to be replicated and reproduced in exactly the same manner by other non-biased individuals before other scientists and members of the academic community support the findings or conclusions. Therefore, it is fundamentally impossible to brainwash a child into believing false principles and ideas about science, chemistry, mathematics, physics, and other technical areas (except pseudoscience).

We need to understand that while we have many opinions, we must remember that notions which are often considered immutable in the present are often disproven in the future [the earth being the center of the universe, the earth being flat, slavery, women's suffrage, child labor laws, pluto being a planet, etc.] and thus referring to them as truths would only hinder progress.

The second thing the reader must understand is that one's culture influences their behavior. Jacque Fresco has stated many times that "there are no good or bad people. Everyone is simply a victim of their culture." What this means is, our environments play a major role in our lives. I am choosing the word victim because the society we currently are living in is cruel and unsupportive to those who lack purchasing power. It is not equal or even fair in any respect. Victim, not product of, is exactly the word I'd use to describe the billions of people who are currently living in conditions of extreme poverty.

They are victims of the environments in which they grow up and reside in, and that environment constitutes everything that we experience, everything from our religion and political affiliations, to our morals and values—all of it—are a product of social conditioning, childhood indoctrination, and responses to environmental factors.

There are no good or bad people.

Everyone is simply a victim of their culture.

Many people refer to this assertion as Nature vs. Nurture and many credible experts are often speaking up on either side of the argument. However, the fact is, children know nothing of hatred, intolerance, racism, sexism, bigotry, homophobia, prejudice, money, employment, economics, politics, language, accents, religion, capital punishment, or any other concept regarded as 'normal' by some in society.

These ideas—in addition to the many philosophies and ideologies we learn in life—are almost completely shaped by our cultures and environments. That is, they are taught to us by our parents, society, and our communities. These cultural phenomena may seem inherent to us, but the fact remains that they are mere mirages. Mirages that consume our world view and victimize not only ourselves, but also a lot of other people, perpetuating a great deal of human suffering.

By now, you have either reconsidered the validity and basis of your worldview, or you might have found my explanations to be unsatisfactory. In either case, take a moment to reflect on the people you know.

Ask yourself, what makes a person adopt an allegiance to a political party?

Why does a person follow one religion, but not another? Where do a person's unique morals and values come from?

A national survey was conducted in 2004 in which adults over the age of 18 were asked to compare their social and political views to their parents' views. According to the survey, "7 in 10 people [71% officially] said they had about the same views as their parents," [source].

Another source, The American Voter Revisited by Lewis-Black, found that "children adopt the same political views as their parents roughly 75% of the time when both parents share the same party allegiance" [source].

Supporting these findings is The Independence Hall Association in Philadelphia, which concluded that "despite family disagreements and generation gaps, children tend to grow up and vote the way their parents do...", stating that "the influence" of their parents upbringing "still remains" as they progress in life [source].

Finally, an online international encyclopedia written in the late '60s shows that not much has changed in voting trends. The study found "that large majorities of electors continue to hold the party allegiances of their parents " [source].

The fact is, children are not born with secured political orientations; it is simply ridiculous to claim that a baby knows enough about politics or even human life to say one way or the other. Even to claim that our personalities are preconceived and later contribute to politics is incorrect. If that were so, then children who grew up in Poland after the Russian controlled communist era would still grow up favoring communism naturally, rather than the current accepted system of capitalism.

In my own experience, I remember the presidential election of 1992. My elementary school administration thought it would be fun to do a mock-election, where each student could cast a vote for who they wanted to see as their next president.

Despite the fact that the entire student body from Kindergarten through 6th grade had no understanding of politics or elections and that instruction on politics and economics began in middle school history courses, every student whose parents allowed it voted in the election. Of course, it is probably true that many students just circled a name at random. However, I remember that the results of our elementary school election showed that Bush Sr. received a landslide victory over both Clinton and Perot.

The demographical data of the area in which I grew up shows that almost the entire region is Conservative Republican. What's more, a friend I grew up with asked me whom I had voted for. We both voted for Clinton. I vividly remember the conversation in which we both revealed that our parents were in favor of Clinton. Each of our family members were Democrats and had liberal views. However, a few years later, this same friend changed her views on politics to Conservative Republican. She is still one to this day.

Is it a coincidence that her family also changed their political views from die-hard Liberal Democrats to Conservative Republicans at the same time she did?

As evidenced from many different studies and surveys, the statistics clearly show that the vast majority of people adopt the same views on politics as their parents. This correlation also holds true with religious beliefs and many other social/societal thought processes.

Only a relative few of us actually adopt different views than our parents, and when we do so, many mistakenly think that such a choice is conscious, informed, and independent, but fail to comprehend how our environments (churches, schools, communities, etc) helped to shape the components necessary for making the choice. To put it another way, if a child were raised in an American community which supported a zealous patriotic atmosphere, that child would grow up reflecting a specific perspective towards nationalism. If that same child were to be raised in East Asia or in Afghanistan with Buddhist teachings or under the Muslim faith, respectively, these environments would undoubtedly influence his/her views about other religions and cultures.

This phenomenon is referred to as childhood indoctrination.

Childhood indoctrination is the instilling of beliefs or customs into a child's mindset before that child has developed the mental capacity and scientific basis necessary to critically evaluate such beliefs and customs without merely accepting them as the only reality."

Childhood indoctrination happens when children are taught to accept a set of beliefs or customs without question.

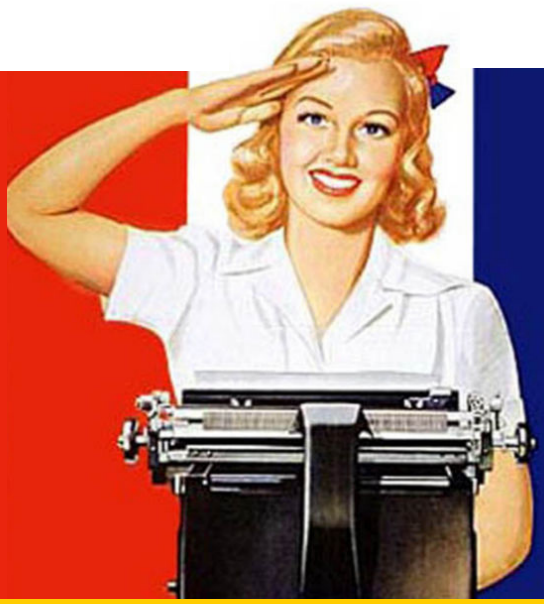
As parents, many insist that the cultural norms of their own society, community, or family must ultimately be passed onto their children.

We adults are so strongly indoctrinated, as we have it set in our minds that passing on our knowledge and life experience is a good parenting skill. Unfortunately, without the proper training on how to raise children, such efforts can also have everlasting and damaging effects on the child's future morals and values.

One example of this is with the values being broadcast through the Mainstrea m Corporate Media networks, or the MCM as I call it. The MCM is a term which refers to media networks which are corporately owned.

Essentially, to minimize the risk of losing financial support from their investors, advertisers, and other supporters, the MCM often limits or distorts their coverage and reporting of news to stories that favor government and corporate policies.

Noam Chomsky has discussed this concept quite frequently in his public appearances and in his book titled Man ufacturing Consent: The Political Economy of the Mass Media.



However, such distortion and restriction is not only limited to w perceive to be quality content, su or journalism. It is also heavily pu programming such as reality TV, w people to grow up idolizing realit and to value celebrity gossip and TV shows like 'Big Brother' and 'Je

what we
ch as news
ushed into
which causes many young
y TV stars like the Kardashians
drama that is prominent in reality
ersey Shore.'

Other people often further stereotypes and offensive behavior by internalizing and imitating what is portrayed on episodes of animated comedies like 'Family Guy' or 'The Simpsons.'

Global
HD

This essentially creates enough white noise or distractions so that people don't consider asking questions or think about societal changes which could negatively affect the status quo. People who are numb to important issues, or those who are not interested in them, help sustain and perpetuate business for the money machines in capitalism.

In any case, perhaps by examining the values being portrayed in shows like these, politicians like Mitt Romney might place the blame for the "47% of Americans who have the entitlement mentality" on the real source.

The messages our society teaches children are simply appalling. Even children's TV programming and animated cartoons are full of adult innuendos (Disney and Pixar, Cartoon Network, etc). Our children grow up being exposed to all of this and more, and cannot help but become a reflection of their culture, regardless of their location.

WHICH MIGHT
EXPLAIN WHY YOU
CAN'T GET A DATE.

As people are social beings who learn from one another, even those who are not directly viewing much of the programming are still subject to these values, because they are present in the same society (schools, advertisements, comedy routines, video games, and social interactions). If people really want to address why it seems that each younger generation is losing respect for traditional values, perhaps it is time to take a good hard look at our environment.

Cultural values change when the environment is altered. If this was not true, then adopted children would simply embrace their birth parents' culture rather than their new parents' culture.

MONOPOLY

Another example comes from less obvious exposure. Growing up, I often played one of the most popular board games on the global market; Monopoly.

Players move around the gameboard buying or trading properties, developing their properties with houses and hotels, and collecting rent from their opponents, with the ultimate goal being to drive them into bankruptcy."[source]

It is a game that many remember as incredibly fun. Parents are even able to play with their children, since the game is stimulating even for adults. But how many people have ever given any thought to what the game Monopoly teaches children? It teaches each player to value monetary exchange and the acquisition of private property; that success is measured by the amount of wealth we accumulate.

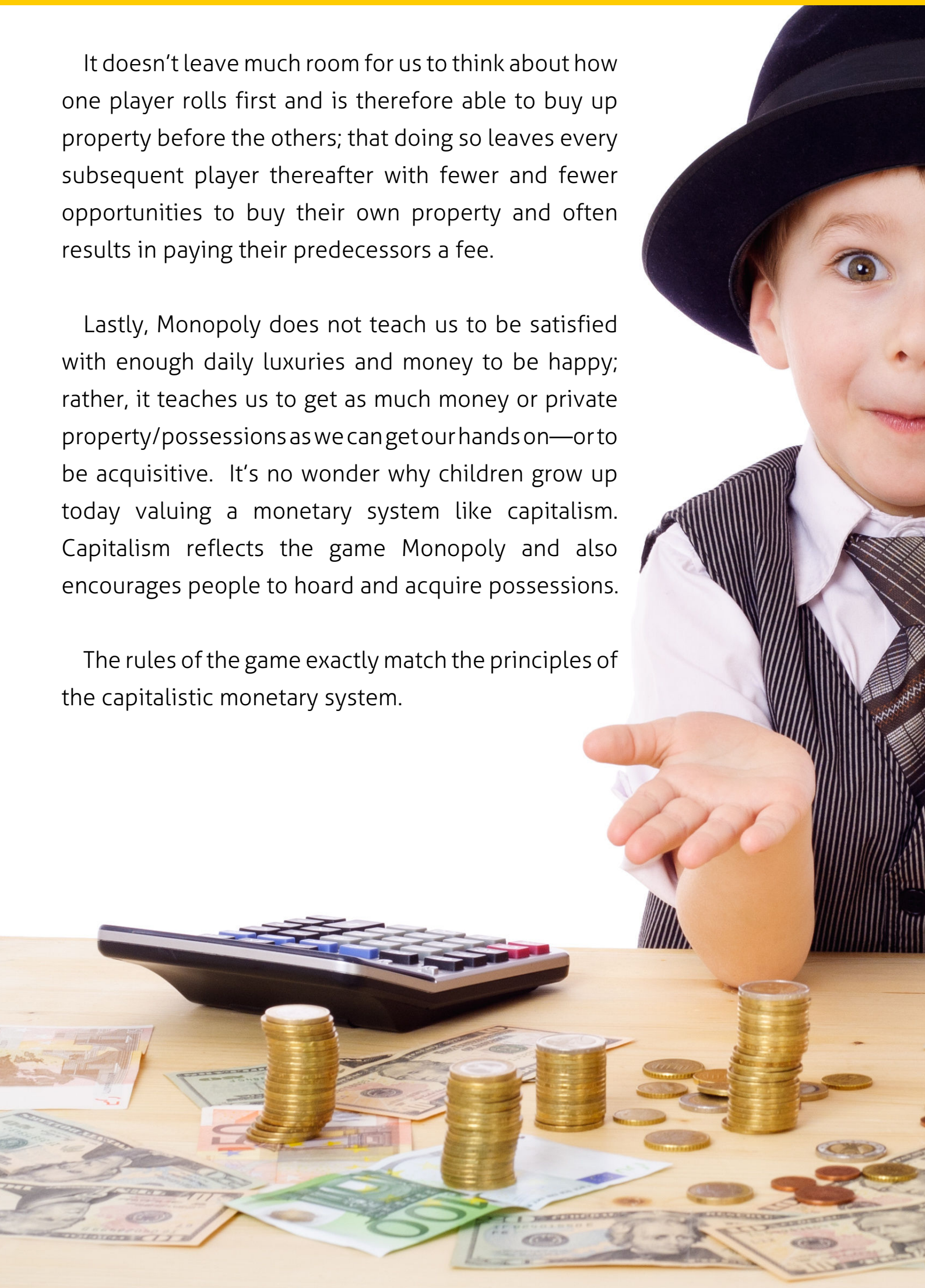
It teaches children to associate money with power and success. It teaches us to value the concept of a monopoly of industry and the business mantra in general, as forming a monopoly happens to be the way to win—after all, it's in the name.

Moreover, Monopoly teaches children to be competitive, rather than collaborative; that bankrupting our opponent is just a part of success and that because both players have an equal opportunity from the beginning to become successful, it's a product of ingenuity, effort, and a little bit of luck.

It doesn't leave much room for us to think about how one player rolls first and is therefore able to buy up property before the others; that doing so leaves every subsequent player thereafter with fewer and fewer opportunities to buy their own property and often results in paying their predecessors a fee.

Lastly, Monopoly does not teach us to be satisfied with enough daily luxuries and money to be happy; rather, it teaches us to get as much money or private property/possessions as we can get our hands on—or to be acquisitive. It's no wonder why children grow up today valuing a monetary system like capitalism. Capitalism reflects the game Monopoly and also encourages people to hoard and acquire possessions.

The rules of the game exactly match the principles of the capitalistic monetary system.



If you disagree with that, pick up a box and read the rules. One of the rules states: "The Banker never goes broke. If the Bank runs out of money, the Banker may issue as much money as may be needed by writing on any ordinary paper." Is that not what is happening currently in our financial crisis? Banks being bailed out; central banks printing money as they see fit; multiple wars being financed by counterfeit money or "ordinary paper?"

As adults, all of the fond childhood memories of playing games like this help us to develop a specific attitude about the people who are hurt by a value system which penalizes those who lack purchasing power. Monopoly, it seems, is nothing more than a cleverly designed and very successful game which teaches capitalism to children, thereby brainwashing them at an early age into favoring capitalism.

Subliminal messages like these are all around us. Don't be fooled; children are far more perceptive about these subtle cues than people give them credit for. Consider how rapidly a baby is able to acquire language and the mannerisms of their environments. It is a scientific fact that a child's brain is far more susceptible to elements of indoctrination than an adult's brain. A child's brain is very "plastic" and will absorb information rapidly, regardless of the manner in which the information is being presented.

From an evolutionary perspective, this can ensure a child's survival. When a parent instructs their child not to play with a knife so that the child will not hurt themselves or others, no one will argue that this instruction is wrongful. Likewise, when an adult teaches a child moral values such as 'treat others the way you want to be treated' and other ideals, these efforts clearly have no harmful effect on children. However, when it comes to issues which are subject to interpretation, such as religion, political affiliations, human or animal rights, environmental protection, and many others, a gray area begins to emerge about which is the correct position to take. Today, in order to find people who cannot agree on these issues, we only need to look in any direction. This isn't because there is one right answer; it's because the very nature of our language is open to interpretation. Our language allows for parents to bring in their own personal perspectives on raising children and, though we may feel this is our right, it can have very disastrous effects on the child's development.

Childhood indoctrination is the principle reason why issues such as racism, nationalism, homophobia, religion, violence, war, poverty, monetary systems, and infinite others are accepted within societal structures. All of these principles are taught and learned; they are not inherited naturally from instincts, do not exist within genetic coding, and are not formed naturally within the human brain. They are directly or indirectly learned, reinforced, and taught by adults to children so that the child may fit in under the current worldview. This is also referred to as social conditioning. It can be purposeful or inadvertent, but children still pick up cues from their surroundings and environment, even if not directly taught.

Teaching adults that a white fluffy bunny brings them baskets of candy and beautifully painted hard-boiled eggs would immediately rouse skepticism. Similarly, assuring adults that a white man with 8 flying reindeer (9 if Rudolph is counted) magically fly around the world in one night bringing only good people (rich people) presents would also fail to gain supporters.

Stories such as these can only fool young children because children do not possess the analytical thinking skills necessary to view the world through their own lens of truth. They instead have to rely on adults to do this for them. The danger this presents is that if parents had not told their children that Santa Claus isn't real, would they have believed it to be false on their own, and likewise with the Easter Bunny? This is the reason that children are the target group for all indoctrination ploys. They just don't have the life experience or have any reason to doubt the word of trusted elders.

It is possible, however, to brainwash a child into believing other falsities. As Richard Dawkins points out, if a person was born to the country of Pakistan, they would be born into the Muslim faith. If a person was born into a Polish family, they would be born into the Catholic faith (Poland is about 95% Catholic).

It is therefore impossible to determine which religion is the correct one, simply because every region of the world brings their children up to the religion that makes sense to their community. This doesn't particularly mean religion is false. It simply means that had a child been given a choice for themselves, instead of adopting the religion of their parents, perhaps they would have chosen differently, or would have chosen nothing at all.

The current systems which govern society (politics, governments, economics, etc.) are still relying on ancient philosophies and outdated thinking and are no longer necessary or relevant. I will also argue that alternatives to these ancient philosophies far exceed conventional thinking.

Because these alternatives have never been implemented in the entire history of human civilization, they will be met with skepticism. Established elite within the hierarchy, members of the Mainstream Corporate Media, so-called experts, and perhaps even yourself or your friends will insist that this new system will fail. As Jacque Fresco outlined in his book The Best That Money Can't Buy:

Change is something that most people are afraid of, hence why the majority of social progress in society has remained nearly stagnant throughout history.

However, if people were to realize that the majority of changes that The Venus Project, the alternative system, is calling for are actually naturally occurring on their own, perhaps they would be met with less resistance. They would begin to see that the changes would make society function exceedingly more efficiently and practically.

Many of the proposals and aims of The Venus Project are met with resistance specifically because people cannot let go of their uninformed and ignorant opinions. (Ignorant means: "lacking knowledge or awareness about something in general or in particular." It does not mean stupid.Please understand that as human beings, everyone is ignorant in one or more conceptual arenas). For example, no government ever refers to itself as the enemy of another nation. It's always that the other nation is its enemy. Similarly, no one refers to their own education or views as ignorant. The hardest three words to say in all languages are: I don't know. People find it very difficult to say, "I don't know. I'll have to look into this matter objectively before condemning what you're saying."

Jacque Fresco
The Venus Project

As a presenter of this information, I know that all of this is WAY TOO MUCH information to process at one time. I don't expect to completely change anyone's views in one conversation, let alone in this article. I wrote this piece because I believe that it is possible for people to change their sacred beliefs. I did.

Still, as much as I wish everyone could change overnight, the truth is that these issues at hand are immensely complex and require the continual pursuit of answers to questions. People also cannot be told what to believe; they often have to decide for themselves whether or not they wish to question what they have learned and whether or not it is necessary to adjust their belief systems. It must be willful, as everyone goes through their own unique journey at their own self-regulated pace.

For many people living within their own nation, visualizing an alternative governing system is met with extreme caution and skepticism. But as I just explained, these feelings come about because we have been indoctrinated and brainwashed by societal norms and have spent years constructing our schemas which sort out and define the world around us.

In doing so, we have essentially allowed our schemas to reinforce the idea that our narrow vision of the world is already complete or superior to all other nation's. I have traveled to many countries and lived in several of them.

In each country I have visited, many people believe their nation to be superior. This feeling separates people and prevents them from understanding that only through unification and collaboration can every nation overcome national propaganda and embrace a much larger truth: we are one planet. This is not some phony utopian ideal. This is simple logic. Sharing technology, research, innovations, and bettering each nation, simply because it is the right thing to do and not because it makes your nation wealthy, is not an outlandish idea. It should just simply be the way things are done.

The Venus Project is a sustainable and viable alternative which more and more people every day are beginning to learn about. Consider sharing this article and magazine with anyone who feels that we need to progress to the next stage of social evolution.

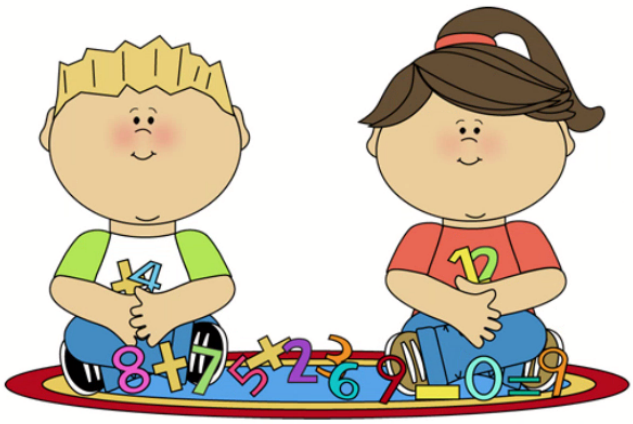
The contents of this article were originally written for and published in the FREE book "The Lens of Truth: Greed, the Media, and We" by Colin Culbreth which can be found online at: www.colinculbreth.com

LIFE IN THE MONETARY SYSTEM

by Tio

So, here you are.
Born on Planet Earth.

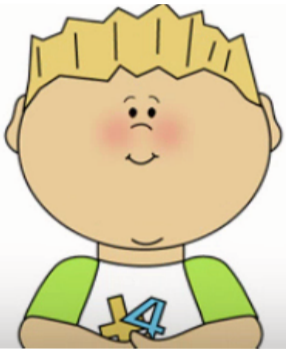
You spend a few years with your parents, but you won't remember; you are too litt .



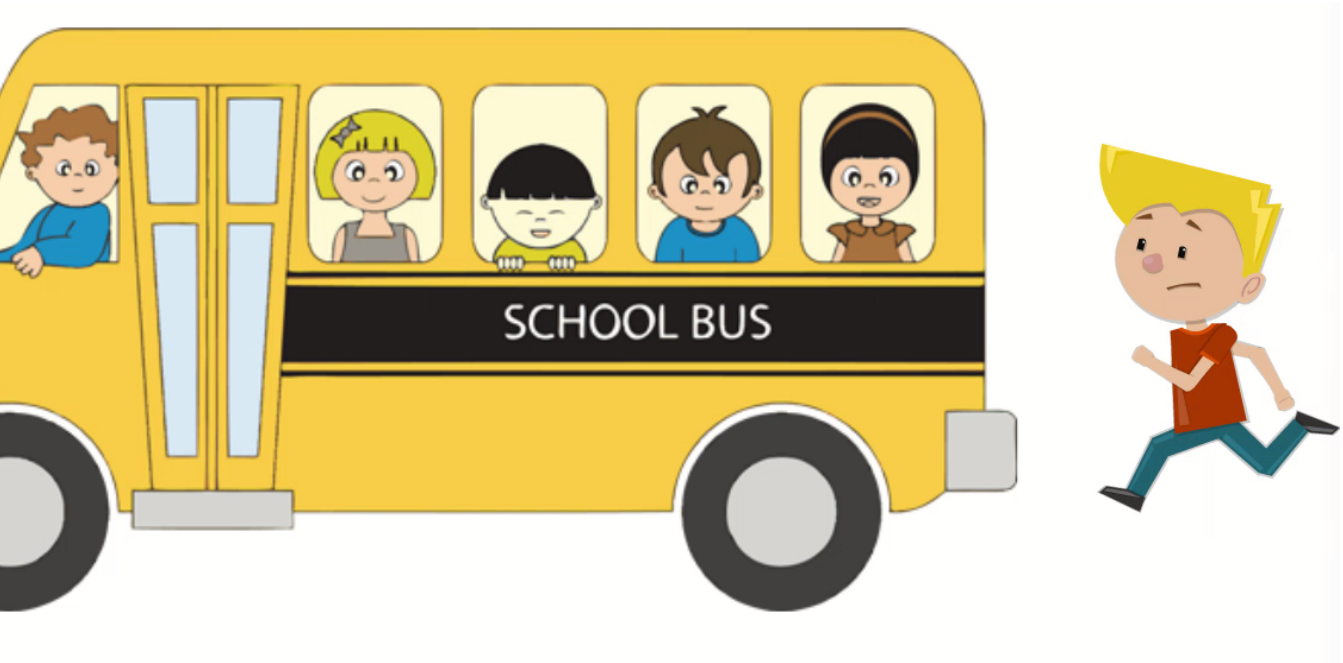
You grow up and start kindergarten. You learn a few songs and a few animals' names, and that's pretty much it.

Your parents are at work for most of the day.

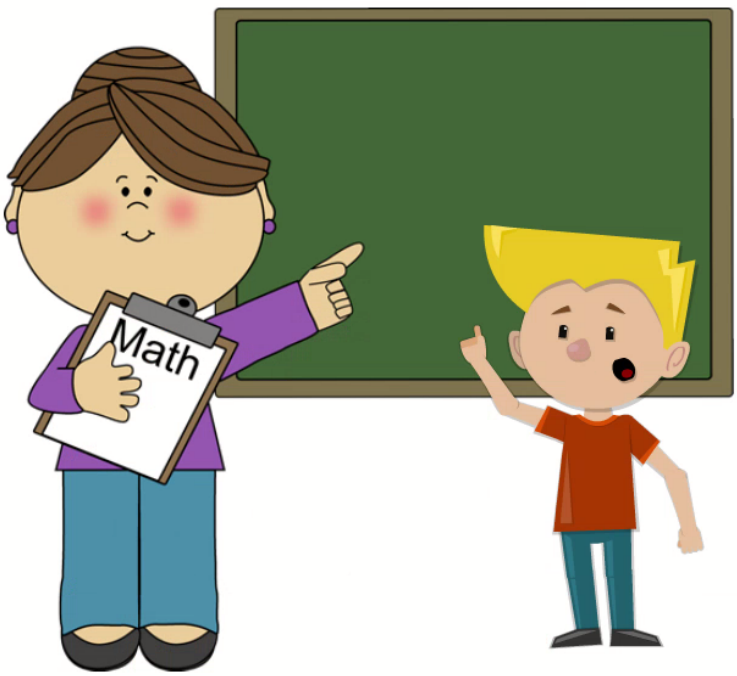
You get to see them for a few hours daily when they come home from their jobs, and you from yours.



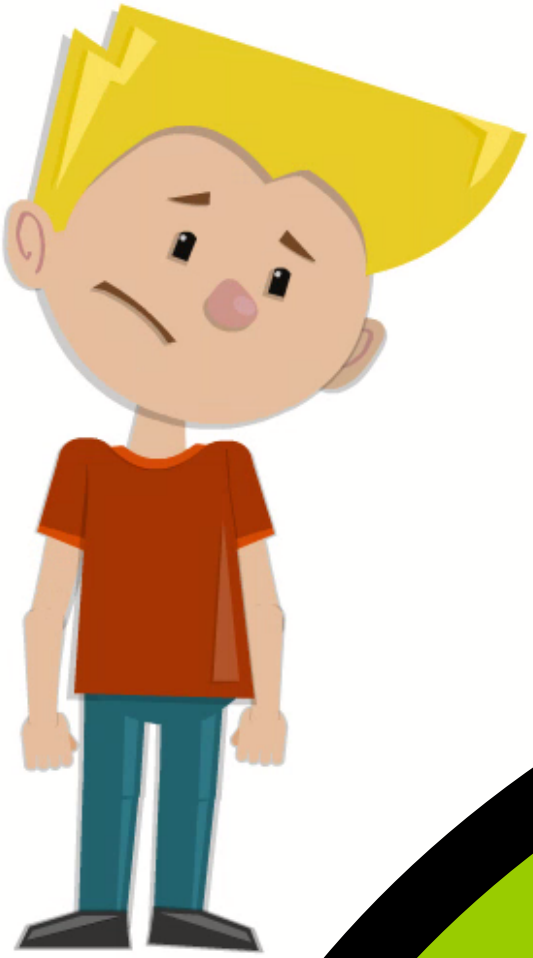
A few years pass and you go to school. You learn that the school schedule is something you MUST respect and follow, or else, and that competition is the basis of the world.



You start to compete.



The more you grow, the more things you become obliged to learn.

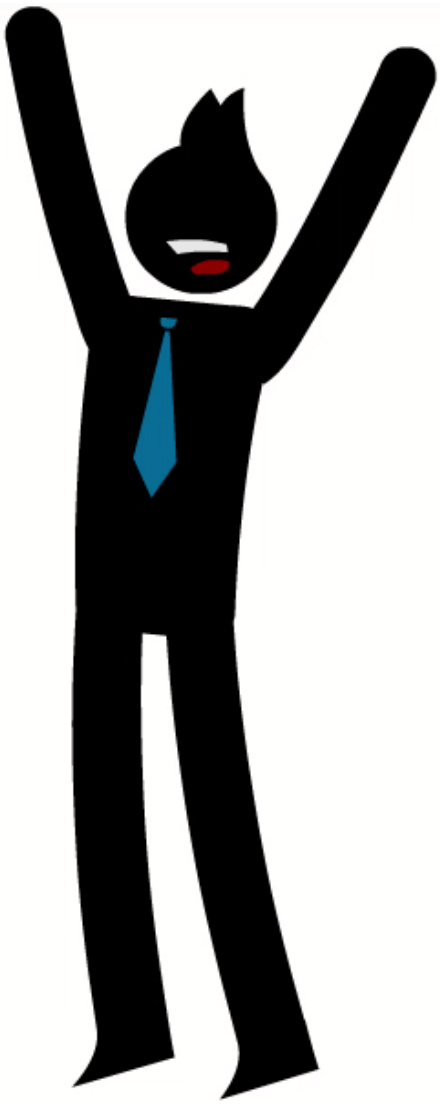


You don't question.
You listen, memorize, and perform.

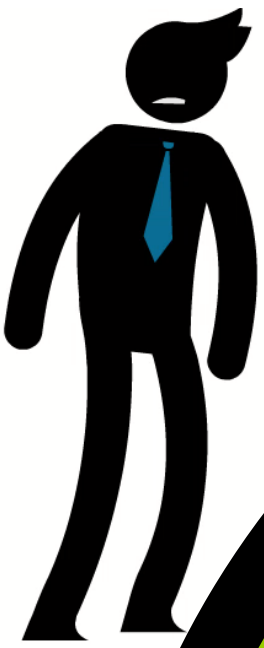
You spend more time studying than with your friends.

You see your parents less often.
They must continue working.

You finish school, and now a sheet of paper that proves you are ready for the world is the only thing you have.

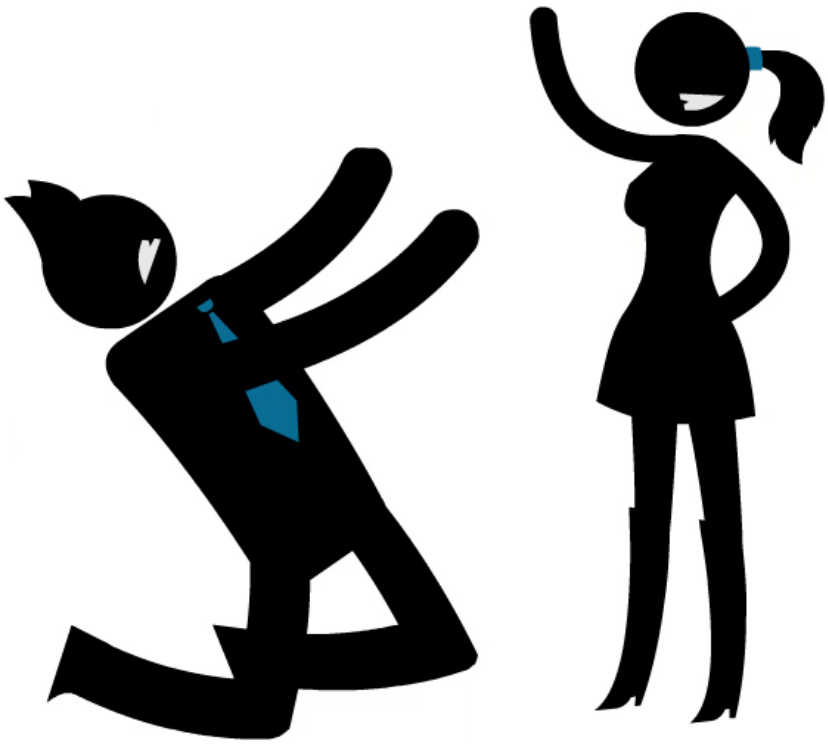


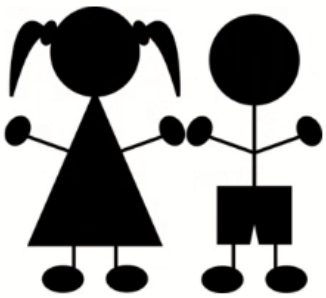
You feel that the training lasted too long, but you are still optimistic.



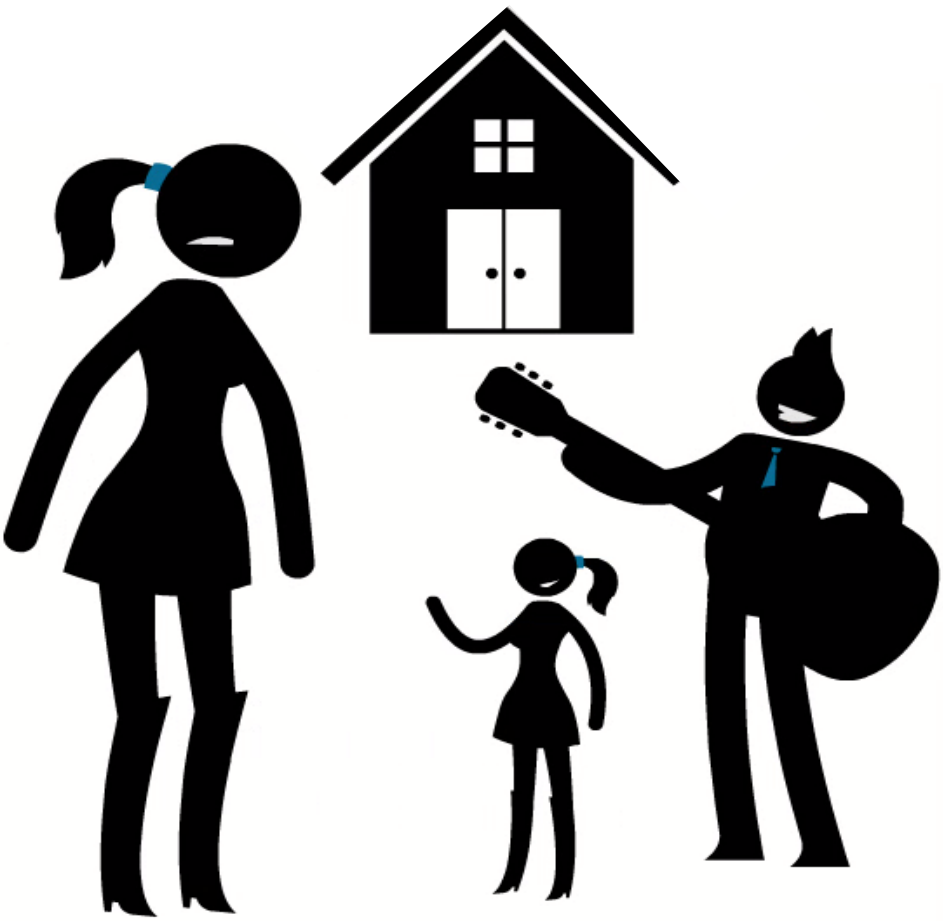
You go to college and you learn that school isn't over; it has just begun. What a bummer.

A few years pass and you get married with one human being from billions of others. You swear your love and have a few kids.



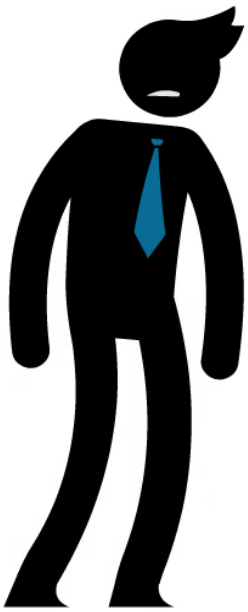


You are forced to find a job. You and your family depend on it now.



Some more years pass, and you realize how old your parents have become. They had finished their duty on planet Earth. They are too old to do anything now.

THEY WAIT.
THEY DIE.



YOU BECOME THEM >
YOU FOLLOW IN THEIR FOOTSTEPS.

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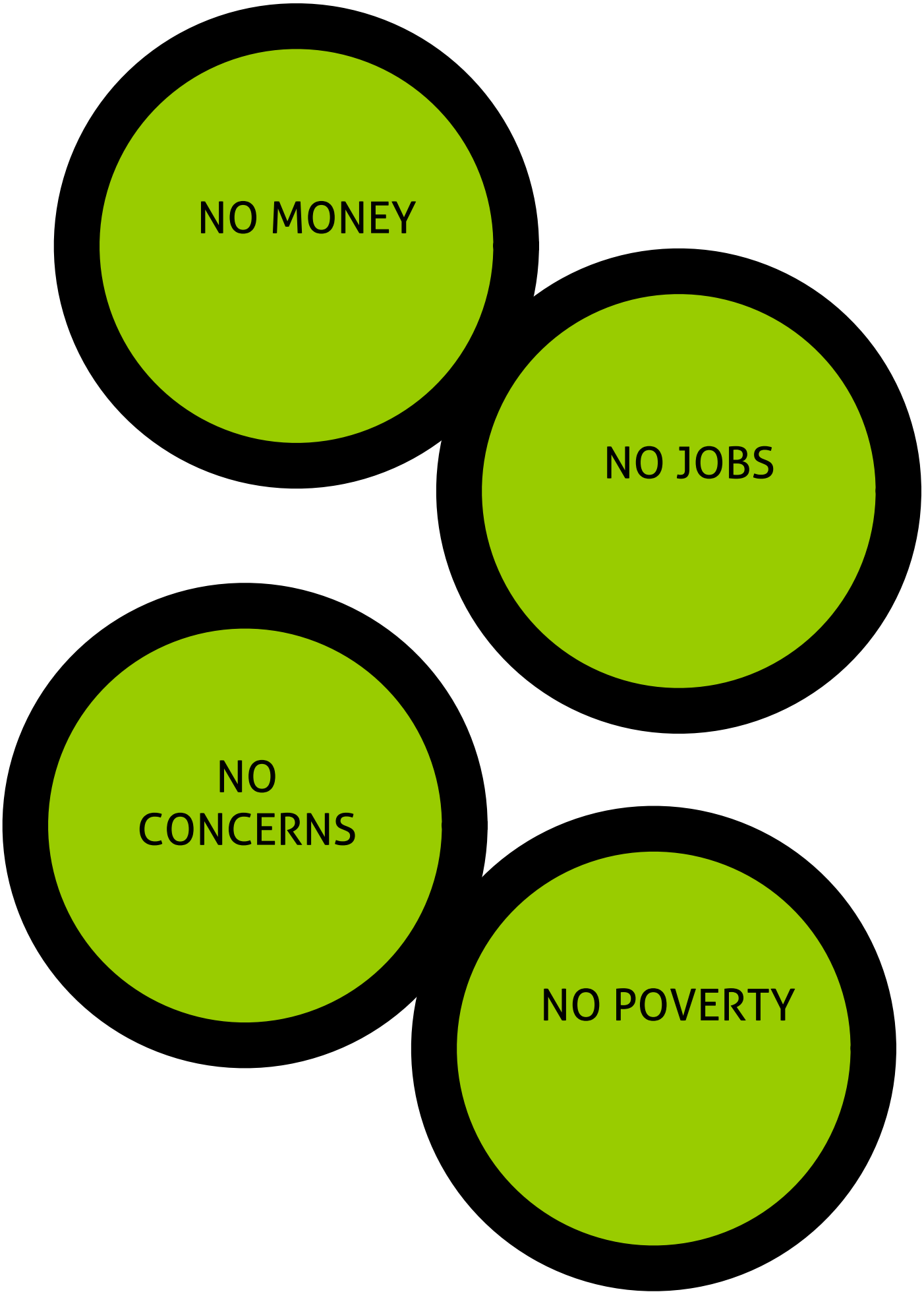
The Venus Project proposes a feasible alternative to our current society, where human beings can live their lives to their full potential.

It is a system where everything is free and abundant.


NO MONEY
NO JOBS
NO CONCERNS
NO POVERTY

AA WORLD

AA World : Automated - Autonomous World is a series of articles about the current state of Automated and Autonomous technology to try to demonstrate how The Venus Project concepts can be feasible even with today's technology.

by Tio

If you are familiar with The Venus Project then you have heard the word "automation" many times. You already know that The Venus Project´s technology relies heavily on automated and autonomous systems to properly work. But how far can such technologies go today? Can we design complex production/delivery systems to be fully automated and autonomous (AA)? What about transportation, security, and research? Can these fields rely on such systems?

In this series of articles, I will try to show you what AA can do today and what they may do in the near future.

What is automation ?

" Automation or automatic control, is the use of various control systems for operating equipment such as machinery, processes in factories, boilers and heat treating ovens, switching in telephone networks, steering and stabilization of ships or aircraft and other applications with minimal or reduced human intervention.

The biggest benefit of automation is that it saves labor, however, it is also used to save energy and materials and to improve quality, accuracy and precision.

Automation has been achieved by various means including mechanical, hydraulic, pneumatic, electrical, electronic and computers, usually in combination. Complicated systems, such as modern factories, airplanes and ships typically use all these combined techniques. " - Wikipedia

What is autonomous technology ?

Autonomous technology refers to machines that act independently of humans.They behave in ways that mimic humans and free people from repetitive, unstimulating jobs.

Most advanced aircraft are almost entirely autonomous, in the sense that they can take off, fly, obey air traffic control, avoid other aircraft, and land, all without human intervention, except in plotting a destination.

So for this article think about automated technology as machines that function with little, if any, human control.

GOODS AND SERVICES

But before we continue, you have to understand that today´s AA technologies are engulfed in the monetary system and not fully expressed. For the sake of demonstration, let´s say someone wanted to build an automated restaurant, although possible from a technical perspective, its development and deployment would be limited by the financial system. That is why you probably don't see many AA restaurants today. It is because of the impediments in our social system, not technological limitations. The technologies you will find below, however, are considered not for their financial worth, but rather for their technical worth.

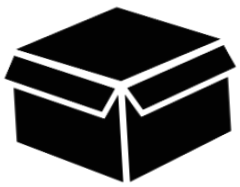
It is quite a challenge to define either "goods" or "services". Goods can be anything from 3D printers to furniture, gadgets, clothing and so much more, while services can be anything from medical services to entertainment and different kinds of maintenance services.

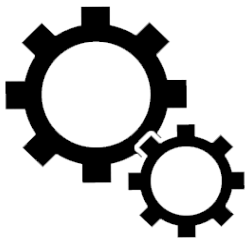
Still, I will try to make sense of these concepts and show you how goods can be made in a fully automated way and how services can become completely autonomous.

Before you think about the notion of goods, it is a must for you to read our article on "Abundance". It is quite short, concentrated, and of course, free.

In short, it is quite erroneous to think that the same goods will be produced and people's wants will be the same in a TVP-like society. Also, for hugely complex projects such as the Large Hadron Collider, you may think that if you cannot automate all the processes of its construction, no one will want to get their hands dirty and help with the process. If you think like that, you are missing the "motivation" factor. Consider that if there is something that cannot be built in a fully automated fashion with today's technology, it does not stop it from being built. People can still get involved here and there, although they will also likely be replaced by machines in the years to come, regardless of sector, thus giving them the opportunity to focus on whatever else they might like to do.

So, supposing you have read that article about Abundance, let's start our journey with this one.





GOODS:

- COMPLEXITY AND MASS PRODUCTION
- RESOURCES AND THE ZERO MARGINAL COST

SERVICES:

- FOOD
- HEALTH
- CREATIVITY AND MEDIA

COMPLEXITY AND MASS PRODUCTION

Have you ever seen the Discovery Channel's "How It's Made" TV series?

If not and you are curious about how products are made in automated factories, then you should take a look at it.

I have to warn you, though - it covers 23 seasons, and that's because there are so many products that are produced today.

From toothpaste to umbrellas, cars, shoes, bolts, cookies, cakes, laptops, furniture, and everything else you can imagine, nearly all are created in automated factories already.

To illustrate just some of the complexity of what can be done today, I'll introduce you to one friendly robot, a car that is built in 3 to 5 days, and 3D printers that may print your next smartphone.

THE FRIENDLY ROBOT CALLED BAXTER

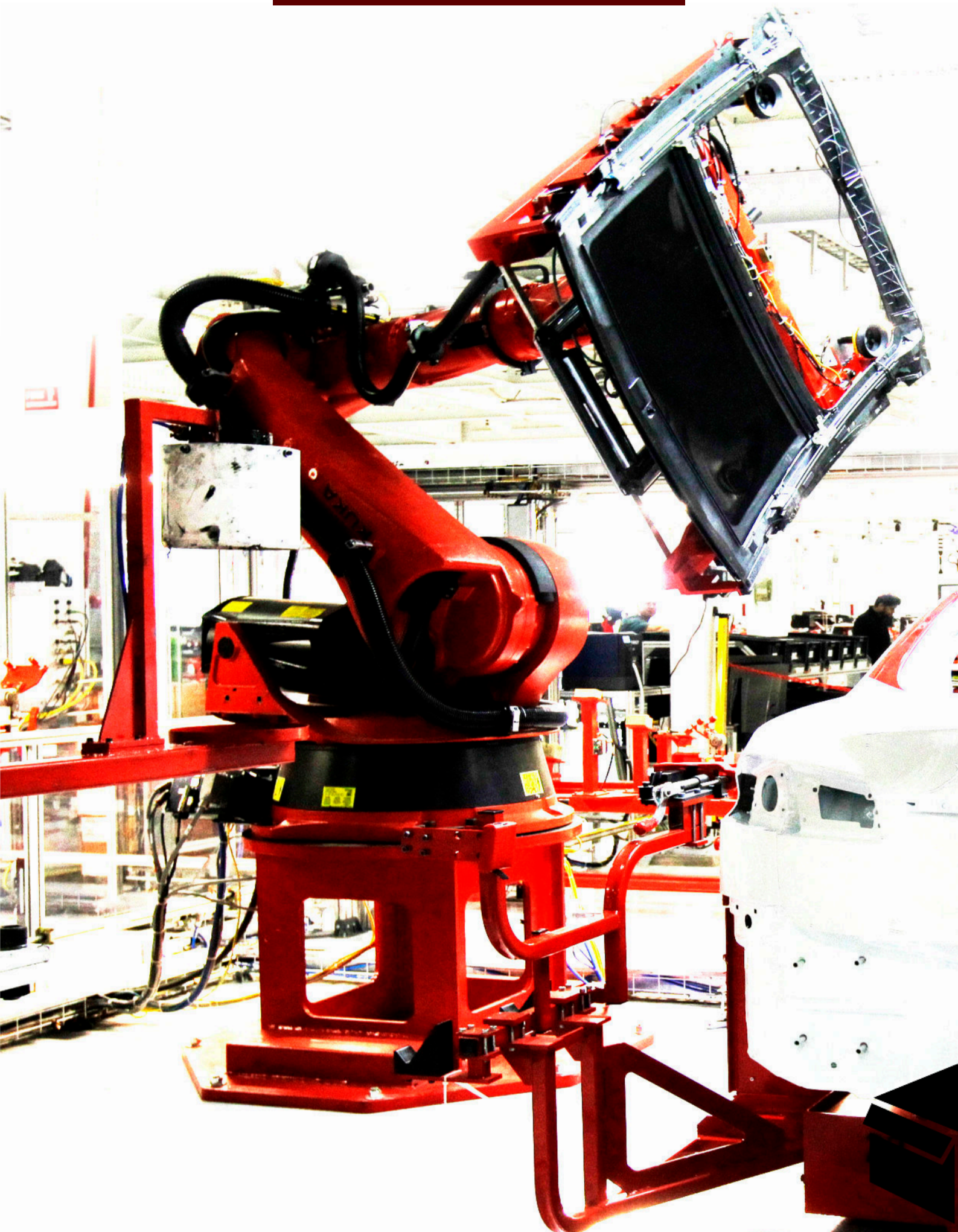
Why is 'he' different from other robots? Well, it's because you program it by simply showing it what to do. That's all it takes! So, if you want it to do complex things, then you can just show 'him' how to do it, step by step, like taking 'his' arm and moving it to the place you want to, then the griper and so on, which is much easier than training a kid to do something. You can take its arm, grab a bottle with it, and then put the bottle in a box, again with its arm. This robot memorizes all of these actions and can repeat it indefinitely, or until you teach it some new tricks. The robot "gets it" and does the work. (read more about it)

You can program this robot to do pretty much anything you can imagine. I suppose the only limitations may be its hardware. But also consider that grippers are getting extremely complex, as we have shown in our previous AA World article about Construction, and with the advent and continual expansion of 3D printing, many products will be produced in a completely new way - not even requiring robots for assembly or other tasks.

Baxter's software can be easily updated so that its speed and complex behaviour can evolve.
Imagine teaching a Baxter-like robot to prepare many kinds of foods (a robot chef), for instance. There are actually plenty of such robot-chefs, and other kinds of machinery that make the process of creating food an automated one.

Now is time to actually meet Baxter:

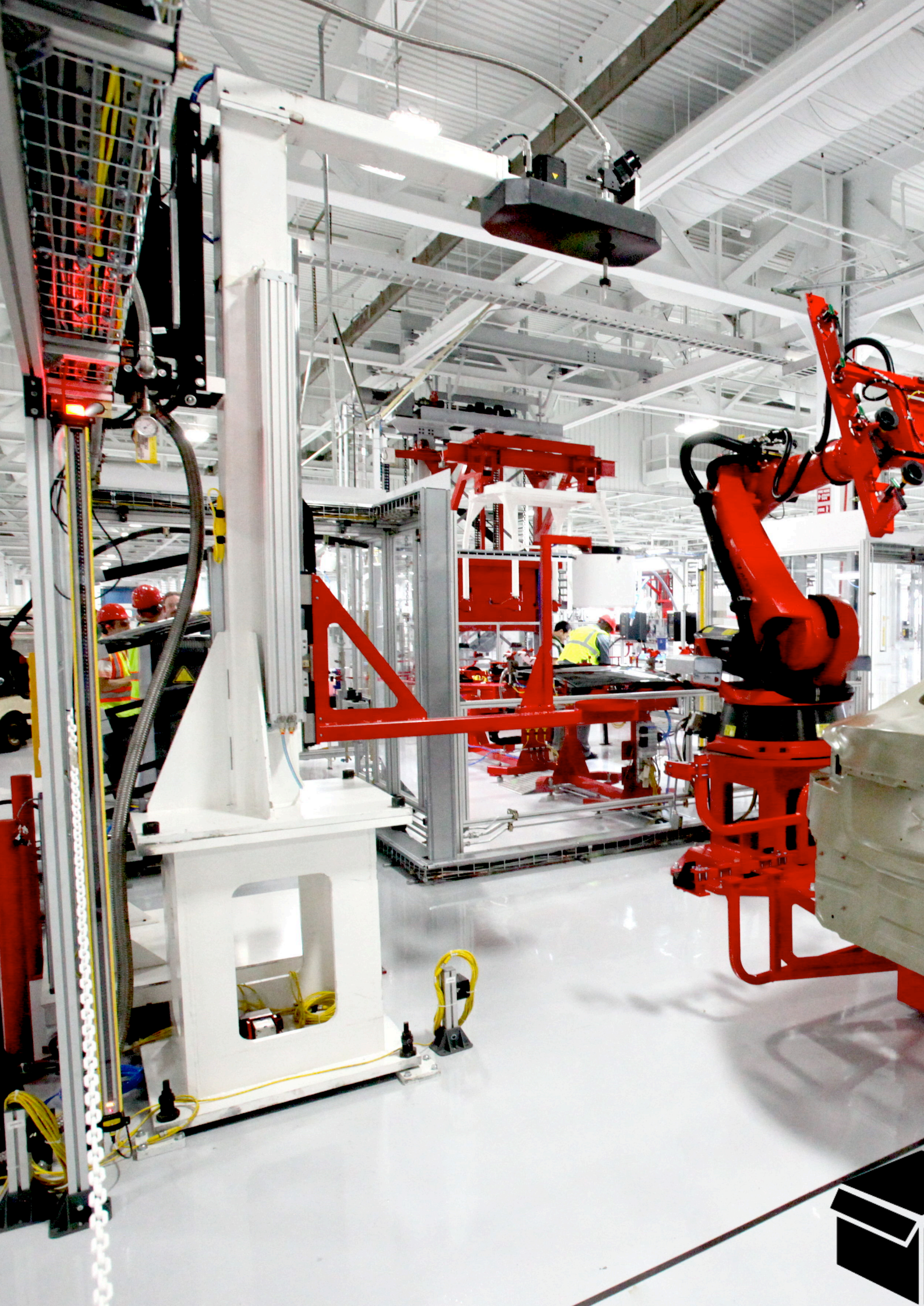
BUILDING A CAR IN 3-5 DAYS



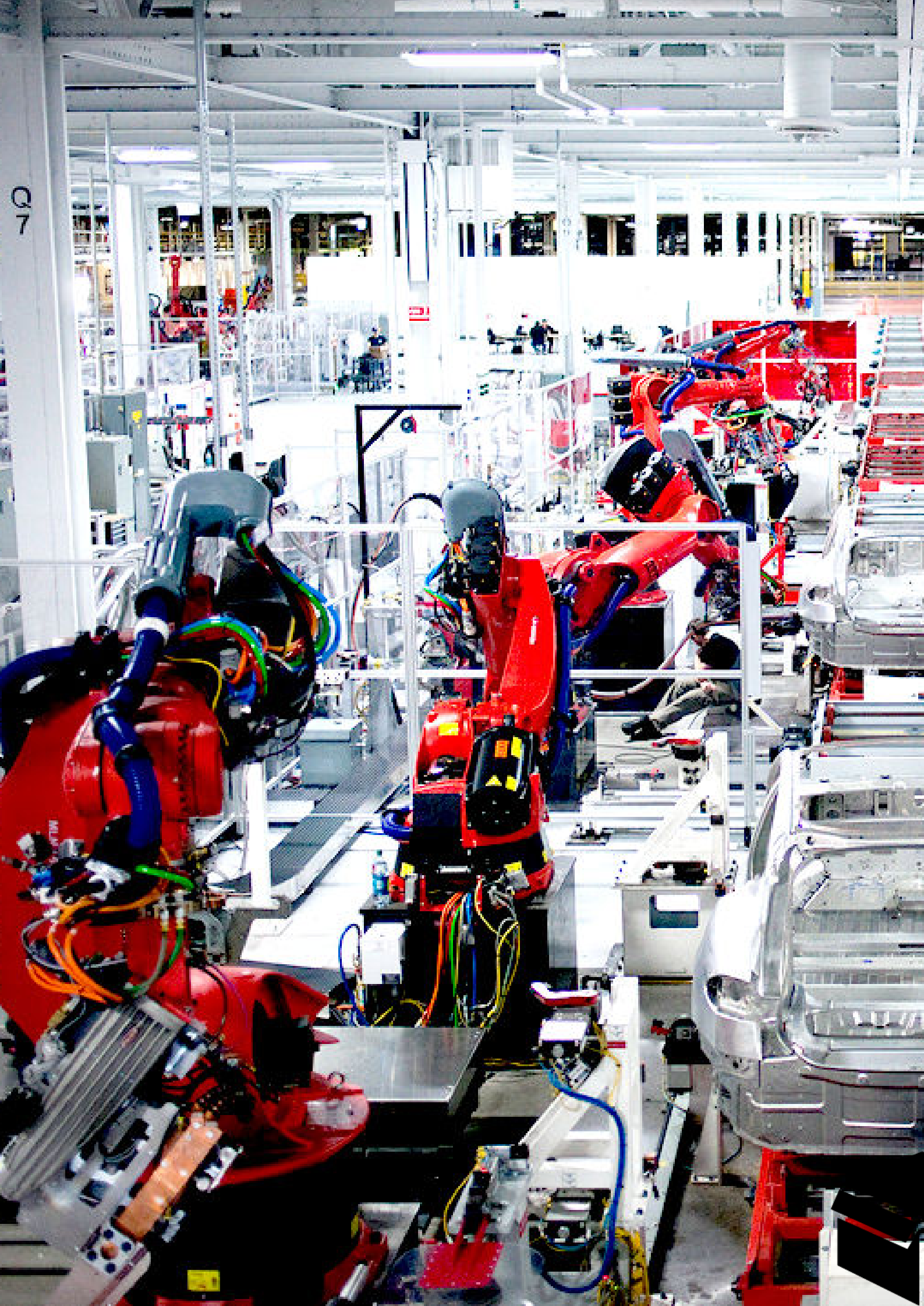
Tesla's Model S car is not only the most efficient electric car, as well as the safest one on the roads today, but the way it is built is almost fully automated.

It only takes 3 to 5 days to get from raw material to a full car. They have 160 robots continuously working on almost all aspects of the car's construction. The same robot can put the seats in the car, change its own tools, and then put some glue around the windshield and fit the windshield onto the car. The same robot then does that for the rear glass of the vehicle - all done by one robot. Think about that!

They also have robots that paint the cars, others that handle welding and yet others that actually transport the vehicles inside the factory in a completely autonomous way.



SMART Cart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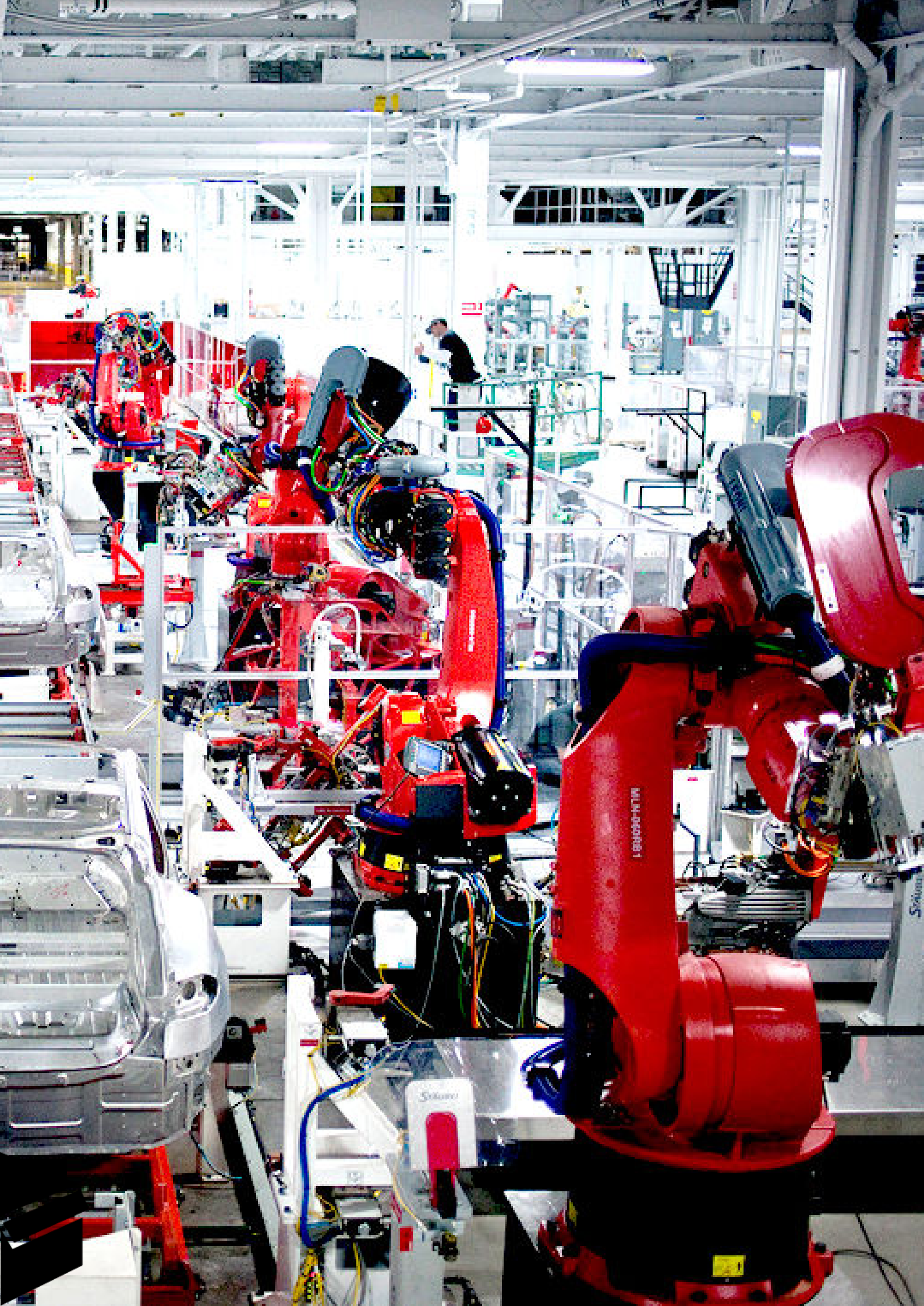


Here it is!
Take a look at the factory >

I bet every single human you see there helping the robots build these cars could be replaced with today's technology.

You can also watch the Tesla Model S documentary for more details on this.

CAN WE PRINT A SMARTPHONE?

3D printers are becoming a common tool among enthusiasts, schools and even manufacturers. The great thing about 3D printers is the layer-by-layer additive process. It means, for instance, that it can make a tool with all its functional parts, all at once.

This is an amazing thing, since it means that you do not need multiple techniques and factories to create different parts of the same thing. Because of this process, it can also create extremely complex structures while using even less resources than traditional manufacturing.

You may have already heard of complex 3D printed "stuff" like functional prosthesis, houses with electrical and plumbing systems embedded, edible food, complex and functional tools, clothes and toys and even functional organs. This cluster of products is only limited by the accuracy of the printer, updateable software and the materials used.

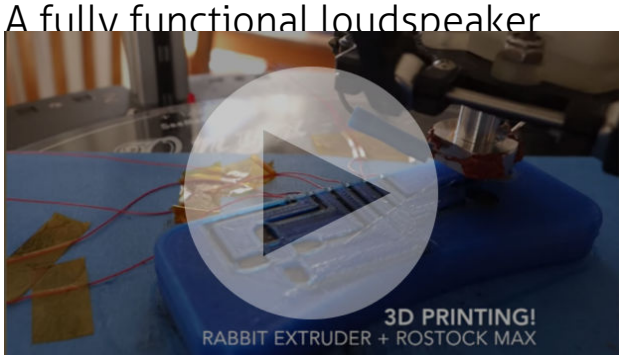
Do we dare think that we could print a full-featured smartphone, for instance, with the processor, the screen, and all its parts, together? We may not be there yet, but let's examine some current technologies that allow us to think realistically about this ambition.

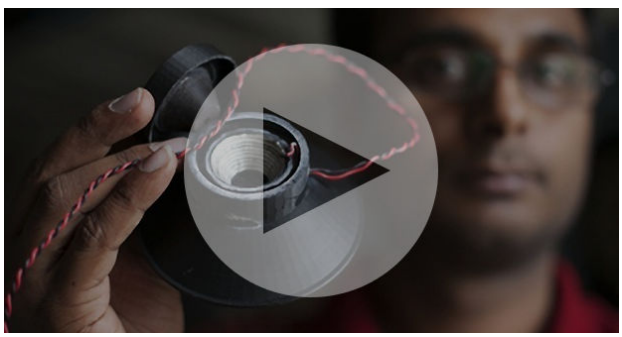
When it comes to such devices, it may still be far easier, smarter, less resource consuming and more efficient overall to build their respective parts separately, anc then just put them together. So maybe print the parts, then assemble them.

It is already possible to print electrical circuits. Nearly all common electronic materials, including conductor, dielectric, resistor, and semiconductor inks, can be processed and printed. We can also print conformal sensors, antennas, shielding and other active and passive components, as Aerosol Jet has proven.

This is an example of putting this idea into use:

A fully functional game controller printed with one single printer (plastic plus electrical circuit all-in-one)
A fully functional loudspeaker was also created a few months ago using only 3D printers.





Interestingly, Aerosol Jet can also print on non-flat surfaces. This may mean more than you realize. You see, your home PC, smartphone, tablet, and other electronic devices have this thing called a "motherboard" or "mainboard", which may be the biggest thing inside your device.

This core component is a smart circuit board, regulating the flow of energy between nearly all of your device's components: processor, memory, etc.. The ability to print circuits on non-flat surfaces may mean that processors, memory chips, graphic cards, etc. could be connected together in devices of any shape or format.

We could even print the motherboard's functionality right on the inside case of the device, getting rid of the "motherboard" as a separated component. (source)

This approach reduces the resources consumed and simplifies the method, while potentially increasing the complexity of the motherboard's functionality.

Aerosol Jet printing on a 3D surface

Although we did not show how to print a cpu or a graphic card, such examples show us that there is already progress when it comes to printing electronic devices.

For instance, not long ago, the same Aerosol Jet system printed a smart-wing for a drone, with its full electronic parts included:

Printing electronics will be a huge change in the way we view 3D printing, because electronics are far more complex in what they can do and thus the wide variety of their uses can explode quite rapidly.

Today's printers can use around 100 materials: from food ingredients to waxes, ceramics, plastics and even metals, and the list is expanding.

Combining those materials with new, more accurate techniques means that 3D printers can become the main technology that produces the goods we need. For a more extensive read about 3D printers, check the Wikipedia article.

The above Tesla Model S factory example and the increasing complexity of 3D printers are proof that very complex goods can already be produced in an automated and autonomous fashion, while the Baxter robot opens the window to the use of a new kind of programmable assembly robot, in a way that is far more varied, complex and easy to maintain.

RESOURCES AND THE ZERO MARGINAL COST

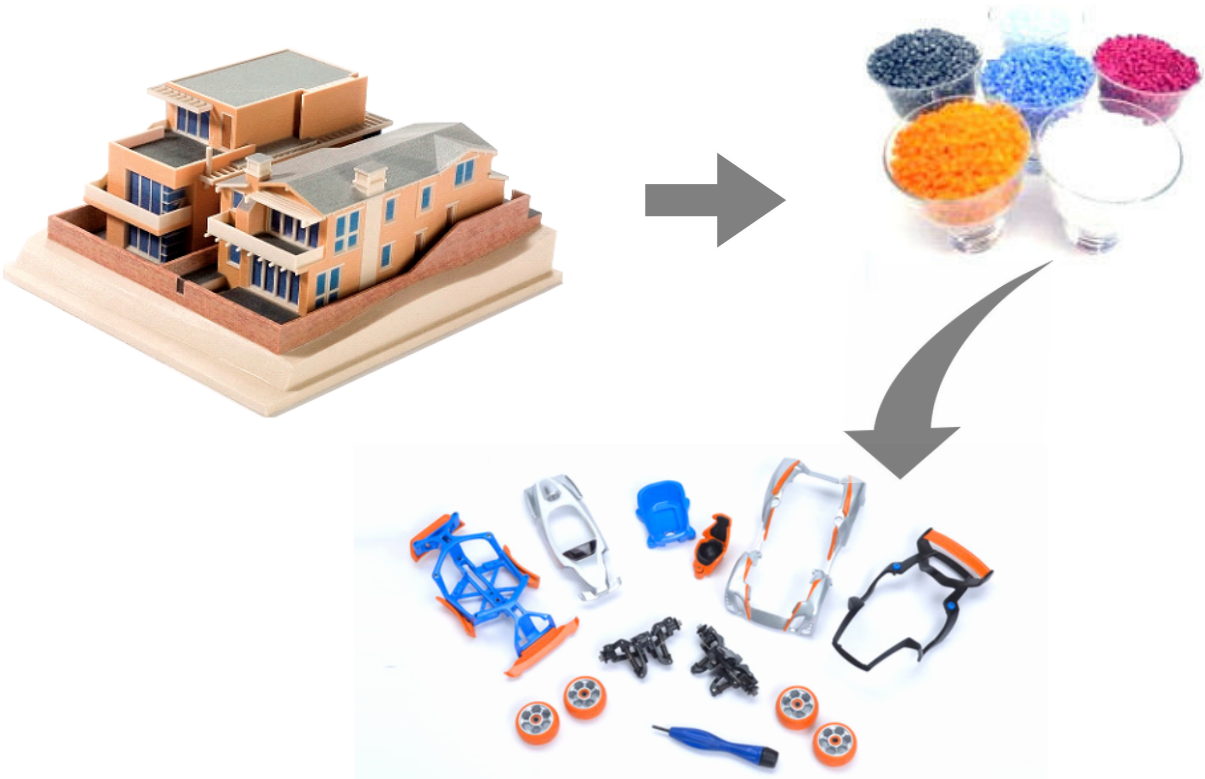
It is very important that all of these goods and products are produced in the most resource and energy-efficient manner. We live on a finite planet, after all...

To make the full case for that, it would take at least two 'special' TVP Magazine issues, perhaps going through the latest in nanotechnology.

But when it comes to resources and producing any kind of product, here's the way I think of them:

- You make a PRODUCT out of a MATERIAL(s).
- The MATERIAL(s) is created using autonomous technologies and the least energy consumed.
- The MATERIAL is recyclable
- The PRODUCT is recyclable

So, let's say you make a 3D model of a house out of a type of plastic. Once you are finished with it, you should be able to easily, and in an automated fashion, recycle that house model into a different kind of object without much waste, or no waste at all, with very little energy consumption (renewable energy perhaps). So, that house model might become a car model, a toy, a tool, or whatever.



Get it?

This is what atoms do. When you die, the parts that made up "you" will not disappear. They will become part of some other things: mountains, grass, stars, freezbies, chocolate, and so on. We can already manage these atoms to a certain extend and create stuff with them.

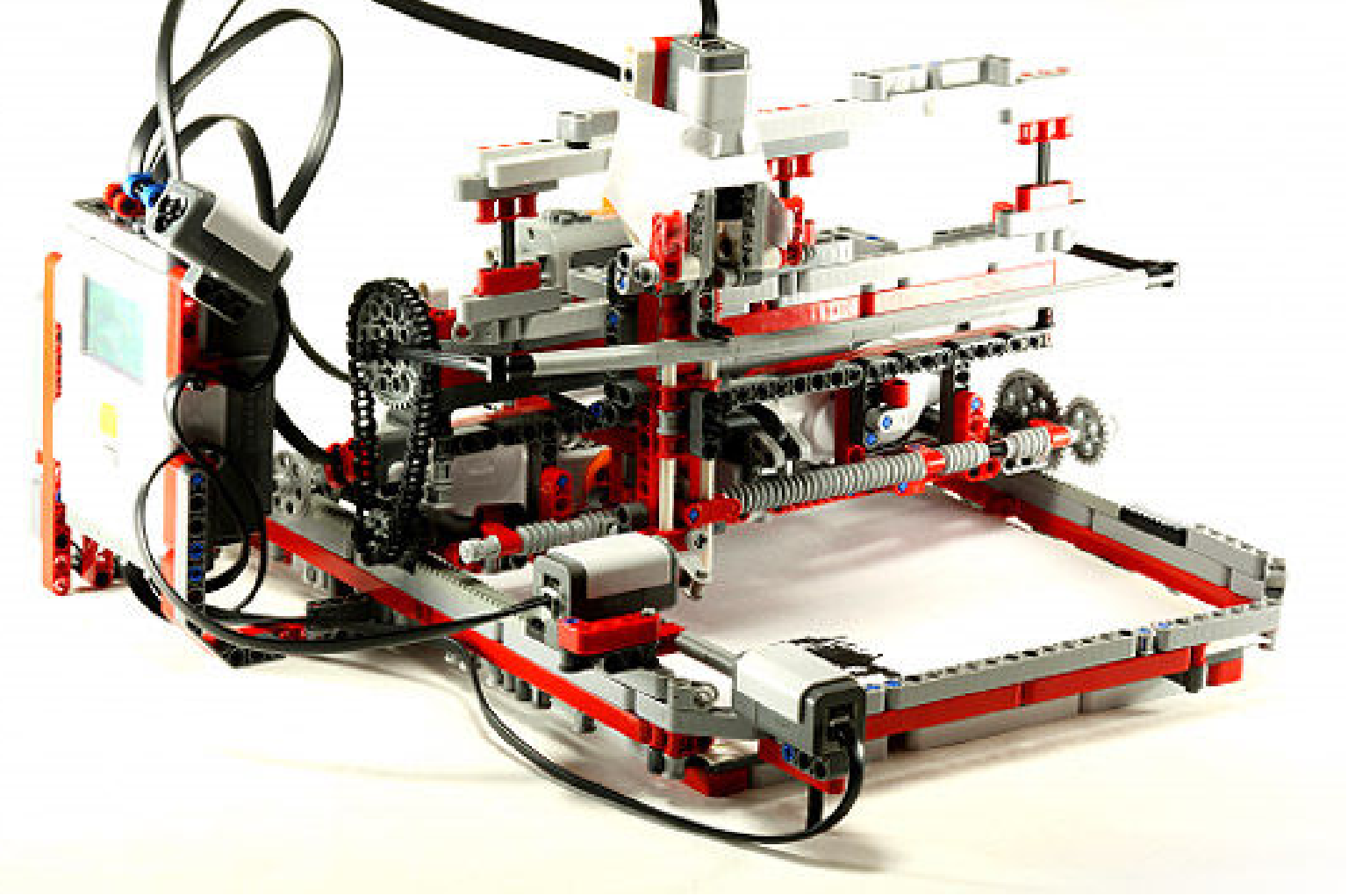
We organize atoms by their properties and divide them into categories: iron, carbon, hydrogen, etc. We then take these categories of clusters of atoms, each with multiple properties, and we model them like we do with plasticine. Of course, it's much more complicated than that, but this is the entire process of making anything. We make things out of selected materials.

The more intelligently and efficiently we learn to play with this stuff, the more things we will be able to mold them into: electronics, foods, wheels, houses, bicycles, airplanes, socks, and so on.

We have already shown that we have the methods of building all of this stuff in automated ways, meaning arranging all of these materials that we find in nature and/or isolate, but how much can we efficiently recycle them and reuse them to build other kinds of stuff?
Imagine a bunch of kids playing with Lego pieces. There are a finite amount of lego pieces, but they build many toy-things with them: buildings, cars, houses, food plates, forks, and so on. By arranging the pieces in different ways, they can create a multitude of things. The more they reuse the pieces when they want to build new things, the less resources (pieces) they consume.

If they want to build a Lego car, and no longer need the Lego house, they can disassemble the house and turn it into a car, and maybe even have some spare Lego pieces left out of that to be used later on to build other objects.

If we replace the children's work with some machines that build these Lego parts, and these machines are powered by the Sun, then the cost of building new Lego things is Zero (we don't have to pay the kids to do that anymore :)). The kids may need food to have the energy to build all of these toys, but the machines can use unlimited power from the Sun, and then recycle the pieces (reuse them). In the end, it won't cost them any resources and energy to build a continually recycleable world of Lego like products.



The same goes for the idea of Zero Marginal Cost, which refers to resources rather than money. It means that it may initially cost you to build a thing, but it won't cost you more to build other replicas. For instance, if you buy a 3D printer, the costs are only for building the first one, because this 3D printer can "print" other 3D printers. Sure, you still need the material to build more 3D printers, but nothing more than that. It is essentially a self-replicator and, more and more, people are printing 3D items with types of materials that are easily recyclable (like Lego pieces).

So, it may become like a Lego game, where you have a finite amount of materials (let's say some sort of plastic) that Earth's 'big kids' use to build their 'toys' with their 3D printers and you can build, recycle, and rebuild all sort of 'toys' without using more resources than we already have, simply because you reuse them all the time, very much like the Lego pieces.

Making these materials act like Lego pieces may seem difficult to grasp at first, but take a look at the Filabot, for example, which can recycle plastic that you already have in your home and plastic models you had previously created with your printer, directly into your 'ink' supply.

So, if you have plastic bottles at your home, or old toys, or whatever is made from plastic, you can let this machine transform it into 'ink' for your 3D printer so that you can create other things with that plastic, exactly like the Lego pieces thought experiment. However, this machine uses just a fraction of the energy to do that.

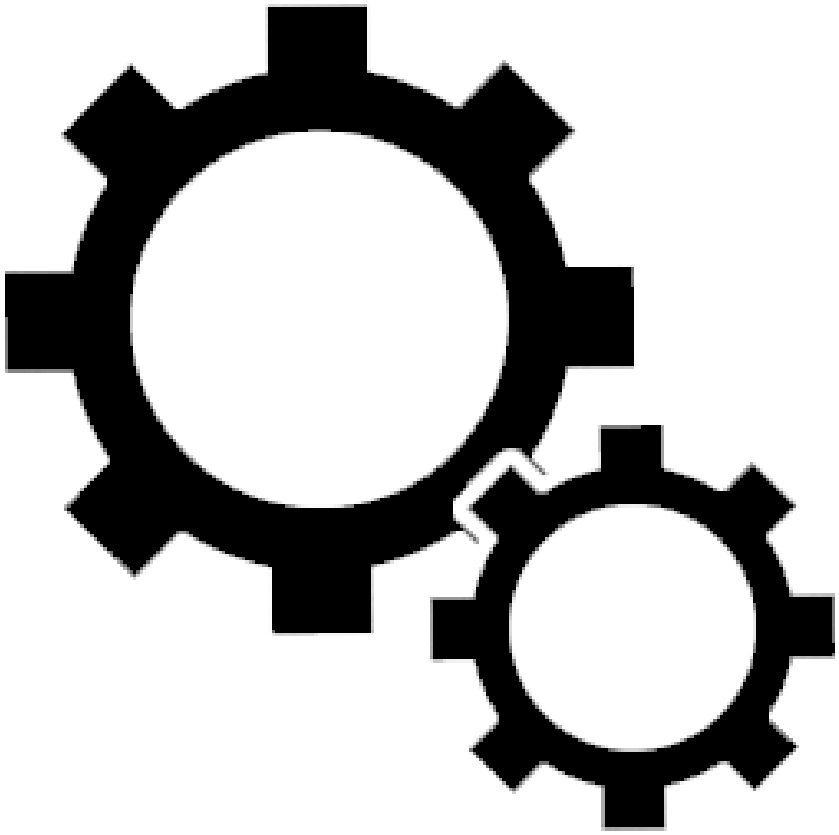
Filabot

This way you greatly reduce plastic waste, as well as the energy consumption for recycling plastic or other materials.

This is just one example of how we can deal with resources in a Lego-like way, and not only for 3D printers. This approach may be applied to all other manufacturing processes, as well.

Automated factories and complex robots (including 3D printer-like machinery), along with reusable materials, will reduce the cost in terms of resources and construction of new products to a zero margin.

On the other hand, goods/products are becoming more like information technology - abundant and free. We can already see them more as "services" than products. Let me explain.



It's difficult to enclose 'services' into a single concept for discussion, because almost anything can be viewed as a service. However, I will try to showcase some of the complex services we use (or will use in the near future) and thus, I hope to prove that their complexity is a proof that almost everything in terms of so called 'services' can be automatized.

I mentioned earlier that some goods, or more goods, are becoming information-products. If I have a picture file on my computer, it does not cost me anything to copy and send it so that you also have it on your own computer. The "production" of a new digital photo is free. It may move a few electrons here and there, but the energy consumption is so small that it is basically a free process. That is, the information is free.

Now, think about the 3D printing that we have already talked about, and combine that with the digital world. Let's say that the picture file I sent to you was instead a 3D project file. So imagine the scene: I send you a 3D project file which doesn't cost us a thing, you open it with any relevant free 3D printer software out there, and then you "print" it - using recyclable plastic and a printer that was printed with another printer. Then further consider all of that being powered by renewable energy. How does that sound to you?

Such typical usage transforms the 3D printing process into an information-technology. There are already tons of websites where anyone can download 3D model files for all kinds of things: toys, tools, shoes, parts to build a new 3D printer, and more. As a sample, Thin giverse is one of the websites where you can go and download tens of thousands of 3D models for free.

On the other hand, there are two services that seem more 'complex and needy' that we all use, regardless of whether we want it or not: health services and food services. We all eat and we all want to be healthy.

FOOD

Today, many people may prefer to 'eat out' at a restaurant. There's no need to prepare the food or personally clean up afterwards. Plus, you cannot easily make all of these delicacies you tend to find available in restaurants :).

However, before we dive into how to get to the food, let's briefly highlight how food is made. In the "How It's Made" series that I mentioned at the beginning of this article, you will see a plethora of automated ways to make any type of food; from cakes to animal products, from salads to fried potatoes.

One recent example of food production is the vertical farm system. Watch this video to better grasp the idea. We will then replace the 'human workers' they describe with the robots I will show you after you watch the video:

You can also read more about these kinds of farms on wikipedia.

For the farm in the video, we can now replace the people sorting the seeds with this machine, and the ones that pick the grown produce with these.

There are a variety of ways to get food to people. Here are two methods:

1. VENDING MACHINES

I find vending machines very useful. They are opened 24 hours a day and you simply press one button to get what you want. There shouldn't be much need to go into details about them, since it's already a widely used technology, but you can watch this documentary about vending machines to see how many products are delivered or even made with them. To stir your curiosity, though, pizza or hot food can be made, as well as a wide variety of ice creams, hot dogs and sandwiches.

ICE CREAM VENDING MACHINE

HOT-DOG VENDING MACHINE

FARM PRODUCTS VENDING MACHINE

PIZZA VENDING MACHINE

2. AUTOMATED RESTAURANTS

There are already many restaurants that are automated, at least in the way that you order your food and/or the delivery process. For example, there are robots that can cook up to 80 bowls of ramen/day, and there are restaurants where you order from a touchscreen "menu", either inside the restaurant or from home via an app. There is little need for waitresses or cooks anymore, as this entire concept is already proven to work.

So, as a service, getting and making food is already becoming more and more automated, even for complex types of dishes.

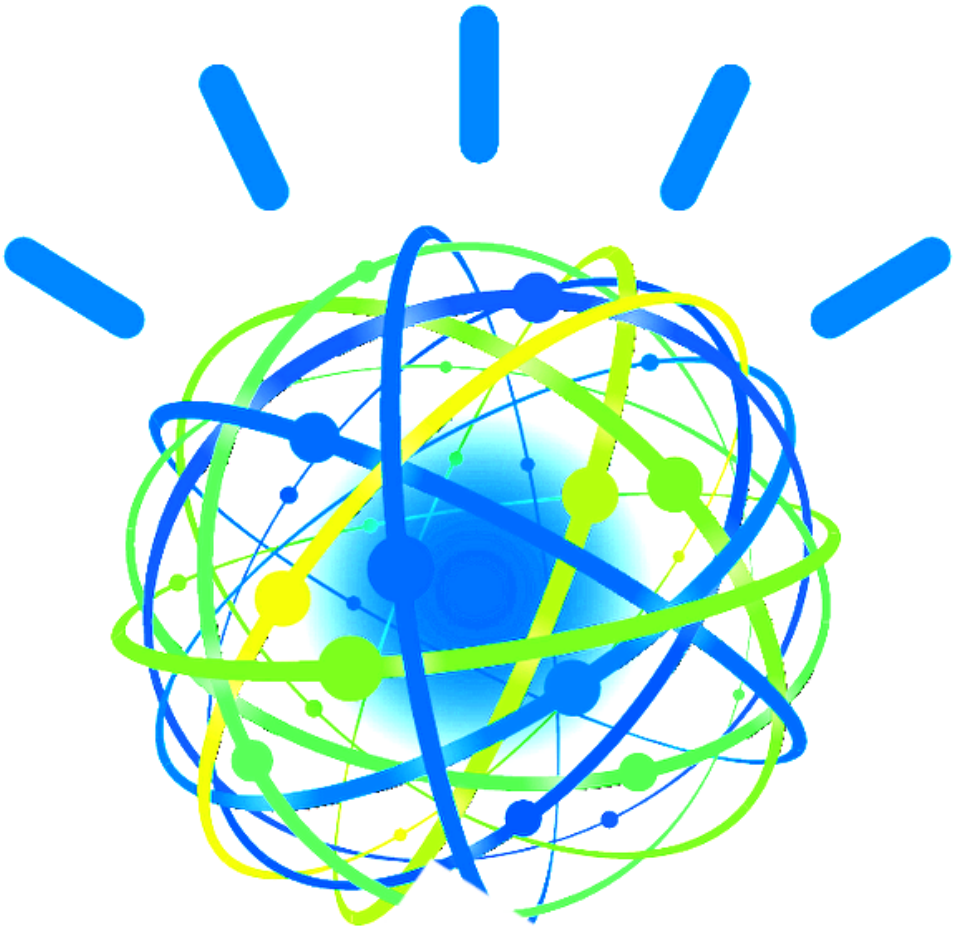
And this is how robots can be chefs:

HEALTH

But what if you eat something and you feel sick? What do you do?

Well, it depends, but you should not ask me, you should ask your smartphone. Artificial Intelligence software like Wats on, invented by IBM and capable of reading millions of documents in just few seconds, can help you with your problem. It understands human language almost perfectly, helping it win on Jeopardy, a game of 'words and knowledge', against the world's top two 'champions' back in 2011.

Watson is currently working in medicine and prescribes treatments for various symptoms. It is still in testing, but has already proven itself to be a huge step forward in both speed and accuracy.



IBM WATSON

For instance, a few months ago, Watson prescribed a better treatment for a certain type of tumor, better than any doctor could. It is also being used right now to discover new treatments & cures for cancer and the more it learns, the smarter it becomes. (source)

Such AI's, combined with cheap, yet powerful smartphones (devices), can analyze your symptoms and arrive at a highly educated conclusion; perhaps the most educated conclusion available in the world.

Some sensors can also replace a visit to the doctor. From the smartphone's camera that can track your hearth rhythm and detect skin cancer, to the gps tracking your fitness, or special, small and non-intrusive devices that analyze blood or urine samples, to other more sophisticated sensors, they are already here.

There are so many sensors already available and apps for them that I find it impossible to point to specific ones.

Maybe this clip will give you an idea of how advanced they have already become:

These are not toys, however. They are already very accurate, often more so than a visit to your doctor, and are continually improving. It may not be long before they completely replace most family doctors.

So then, imagine that your health is continuously monitored by such non-intrusive devices and made sense by apps which constantly fee this data to a Watson-like AI.
The AI can then recommend to you what kinds of foods to eat, if and what kinds of physical exercises to make, and much more to help you achieve and retain optimum health.

That sounds great, but what if you need some pills that Watson recommends?

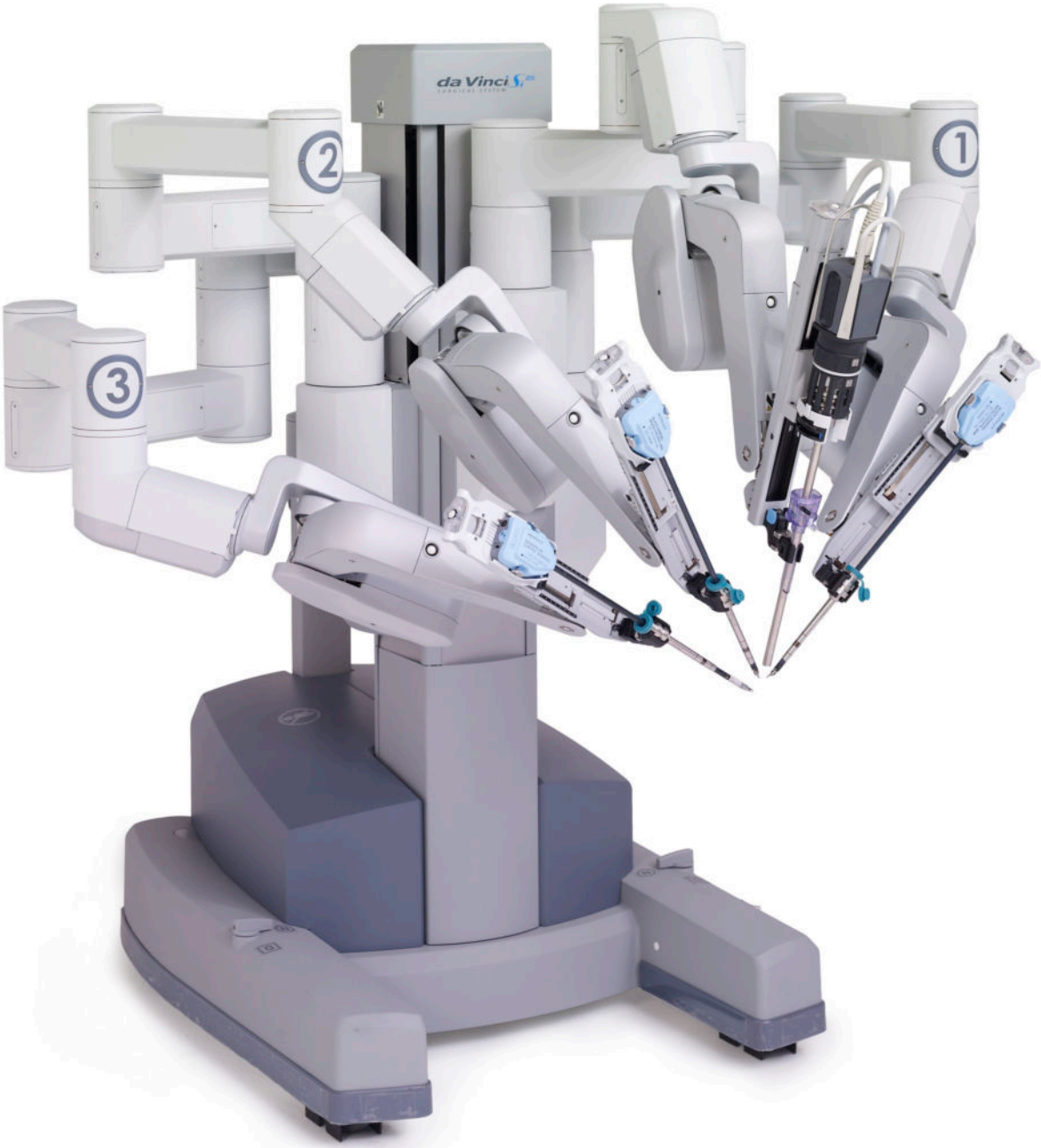
Well, let's print it!Really, let's print your medicine with your 3D printer.

You don't have to blindly believe me - watch this short 3 minutes TED talk

You can also watch a 13 minute talk by the same person, but more detailed, here.

This is just an educated idea right now, but we can also envision fully automated pharmacies where you can get your medicine from. They exist now and are in limited use.

But what if you need some kind of surgery?



DAVINCI ROBOT-SURGEON

DaVinci is a robot that has already been in service for well over a decade (source). Its arms are very precise and it even enables surgeons to operate it from long distances. So, if you need surgery, a surgeon from across the world can do the job. However, the significance of this robot-surgeon is actually far greater than that. What happens when it can learn from these surgeries and then operate without human help?

Some parts of surgeries and full surgeries that are not extremely complicated can already be fully automated, such as certain types of eye procedures that do not require a high degree of complexity, or the field of urology which has integrated robotics into many procedures including radical cystectomies, surgical nerve grafting and pyeloplasty.

Robotic surgery has almost entirely taken over radical prostatectomy and the role of surgical robotics is continuously expanding. Robotic surgery helps improve patient outcome by minimizing the surgeon's natural movement tremors, increasing range of motion, decreasing blood loss, decreasing length of hospital stay, and decreasing postoperative pain. Since the field of Urology deals with very difficult and delicate procedures, robotics offers a significant advantage by allowing for far greater accuracy, flexibility, smoother actions, and greater range of motion.

Integrating sensors in the human body can provide an entangled relationship with the robot than what is possible with a human surgeon, allowing the robot greater surgical accuracy.

For instance, if it were removing a tumor, the tumor could be injected with a fluorescent fluid that the robot's cameras can identify, thus learning which cells are tumorous in order to remove it with much great precision. If we manage to create a more accurate 3D map (or sensorial map - tissue texture, etc) of the patient's body, then perhaps a robot can interpolate and do the job that a surgeon can. (source1)(source2)(source3)

But we might not need surgery in the future. Tiny nanobots might learn how to 'fix' us from inside-out or keep track of our health, providing the right treatment at the right time and place in a personalized manner that could reduce or remove the need for many of today's surgical procedures.

RIBA THE ROBOT NURSE

The last one on my list of health services is 'nursing'. Some people, especially old folks, need assistance when it comes to health-related issues. There are already certain kinds of robots used in hospitals to keep an eye on patients, but sure, it may take more to fully replace the human factor.

Similar to surgical procedures, technologies that monitor one's health in non-intrusive ways can reduce the need for nursing.

Of course there are many health-related issues that still require human assistance, so this is only intended to showcase how rapidly technology is advancing and how health services are becoming more and more automated, accurate and efficient. It's not science-fiction anymore to monitor your health from home, using small and inexpensive devices, or to be assisted by AI when you get a diagnosis and treatment.

CREATIVITY AND MEDIA

When I was in school, I thought 'how cool would it be to have my own TV Channel', because I could add so many great movies and documentaries. At another point, I was reading an interesting monthly magazine and thought to myself 'if I had such a magazine, I would write about so many amazing things'.

Well, only a few years have passed and I have already managed to create my own documentary, develop my own documentary/movie/lecture-based webs ite, and manage a magazine for which I also write (this one) - and all of them are far more lovable and enjoyable than I originally imagined.

All of that was made possible due to the fact that so many complicated things have become more and more automated and user friendly. With a laptop and an internet connection, I am able to edit photos, videos and music, build websites and manage this magazine (and more).

A few years ago such things could only be handled by huge teams of expensive professionals.

I can now, on my own, even remove background noise from audio recordings, stabilize shaky video footage, record with a cheap camera in front of a green screen and then add my own background, improve the image quality, and anything else you might imagine: making 3D animations, radio shows, video shows, slideshows :), websites, programs, etc.

Software plays the most important role when it comes to automating a process: a robot without software is a mechanical corpse.

Often, it's the hardware, the robot itself, limiting the capabilities of the software (although the opposite can also be true). When it comes to the internet and the digital world, software is rarely held back by hardware, which is why we can all create and use so many tools.

Want to carry an orchestra in your pocket? You can add a violin, piano, guitar, drums, and all the musical instruments you can imagine from single app, and that's only one category of things you can do with a smartphone.

Your smartphone and computer have become the gateway to a plethora of services: from communication to entertainment, work to health, collaboration and management.

B

We are all somewhat aware how much information is online. Just consider Wikipedia, which has around 4,536,239 articles in the English Wikipedia alone. But many people may find it hard to taste the great amount of information which was not written for their own personal education level, or presented in a way that they find entertaining and engaging. This is why I am suggesting the following scenario:

If you want to know more about lions, just say that to your computer and it will teach you about lions in a way that you will find extremely entertaining and educational.

That sentence probably seems very simplistic and almost devoid of meaning, but it is way, way more interesting and profound than you may realize.

Before I explain the awesomeness of this idea, I want to make you aware that we have already published an extensive article about such new ways of rethinking education in one of our previous issues (link here) and I recommend that you go back and read that article after you finish this one. I bet you will find it very interesting: it is about games and linux, friends and Watson, Darwin and viruses, and much more.

Back to our story, let me explain to you the beauty behind this idea.

Computers already understand you to some degree, even if it's not perfect. Google displays online searches in a personalized way, depending on where computers can also examine pictures, videos and audios and make sense of them.

IBM's Watson can already search through millions of videos, audios and photos and display results based on

Google developed this computer that can look at videos and photos, and understand what it sees. That's impressive, and although Facebook face recognition is now as accurate as the human brain, Google's computer can even play games, based only on visual queues, by learning similar to a human.

So basically, this computer watches the game and understand the game's rules based only on that. Google is working hard on creating software that mimics the way human learn and understand. The project is called the Google Brain. Of course, they are not the only ones focusing on cognitive AI abilities.

Computer learns how to play games by just observing (from min 02:46):

All of these tools can understand you: your level of education, emotions, focus level, what you like and don't like, and more. They can also understand what they are looking at, from videos to photos, audio and text writings.

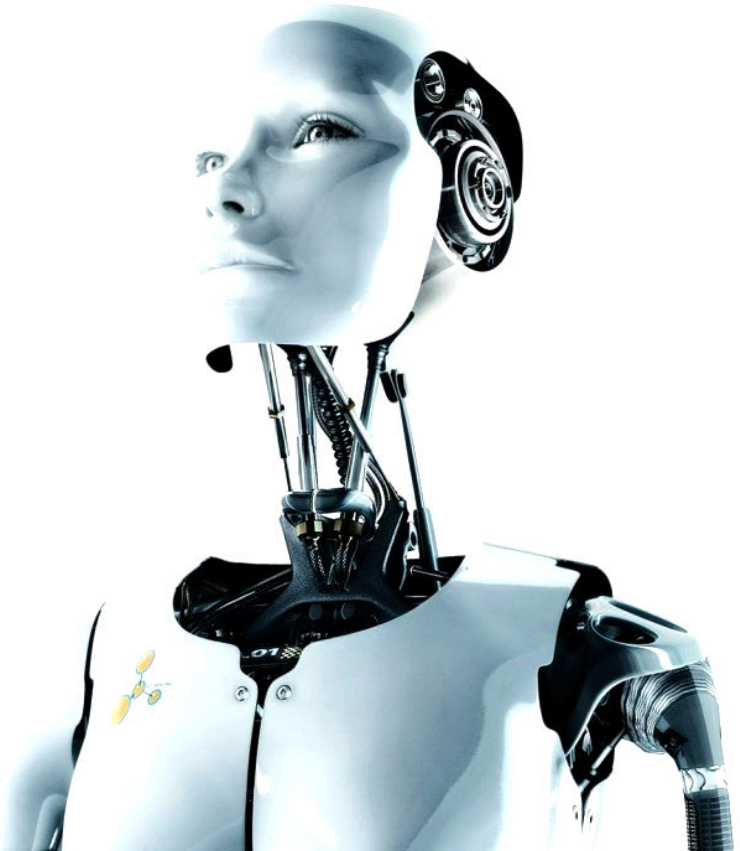
Now, what if, when you search for something, the search engine already knows your current level of understanding of that topic and only displays the results that you will understand and prefer? Even better, what if the results are not writings that were previously written, but are written by the software in direct answer to your question, using the most up-to-date knowledge on the subject?

Almost all smartphones with iOS, Andr oid, and even Windows 8 can do this to a limited extent. Just over to Google.com, click on the 'mic' icon and say "What is the distance to the moon?" to have Google 'tell' you with a voice, not only in text.

More than that, there is software that can actually "create news articles". In March of this year, an earthquake hit California. Three minutes later, a robot created a short post about the earthquake, with all the important information in it. Read the article her e and see if you would have been able to tell whether it was written by a robot or a human. This is not an isolated case. Many websites and companies use such software to write their news. These robots can even track events and provide updates. Some research shows that many people could not tell the difference between articles written by robots and human written articles. (source)

So, as you can see, the idea of a computer understanding you quite well, and writing articles specifically for you, is not science fiction at all.

Now, if they can master video games and so many other controls (e.g. you using your smartphone's speech recognition to set up your alarm or send a message), they could also control all kinds of software. So is not farfetched to learn that they can also create videos, like this company is showcasing using a similar software.



So, you want to know more about lions, you just say that to your computer and it teaches you about lions in a way that you will find extremely entertaining and educational.

Since it knows you and what you prefer (for instance, short videos, no background music and a male voice), it then searches across millions of articles, creates a relevant 'script' and then transforms that script into a customized documentary (video) using photos, audio and videos from the internet or, even better, drawing the story for you as Google's computer drew that cat (ok, better than that, but you get the point).

So again, the computer searches for what you asked for and understands what it finds. Then writes a script and creates a video. The end result is a very personalized one, custom made for you, since the same computer understands you, your level of existing knowledge of the topic and what you like.

How does it sound now? Awesome, isn't it!? You will be able to learn about anything in completely customized, original and personal ways.

I think that in the next few years, you will be able to talk to your computer as you do with any other human being. The difference will be that the computer can do many things for you that your friend can't.

Just think of telling it what kind of website you want to build, and it simply creates it for you, as it understands every programming language; or just say what food you want and it cooks it for you; and so much more... Just think of the possibilities.

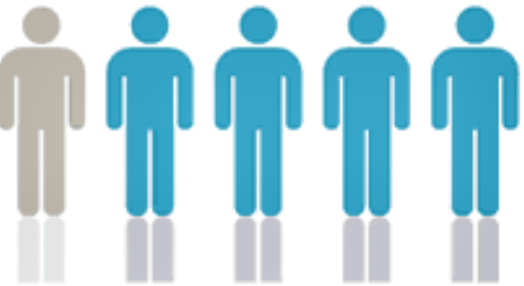
Couldn't we make any service fully automated and extremely easy to use and interact with?

I hope I have demonstrated that almost any kind of goods and products can be created in fully automated ways, using far less resources and energy, and that services can be made very smart and complex by using similar processes to learn as humans do.

I know I'm unable to talk about all goods and services but, with the examples provide and using your imagination, try to automate in your mind other productions of goods and other deployments of services. See if you can automate everything. ;)

students & money 2013

How concerned are students about money?



4 in 5
constantly
worry about
MONEY

Affects STUDIES

Affects DIET

> *"There are days I had to starve myself so that I have enough food for the week*

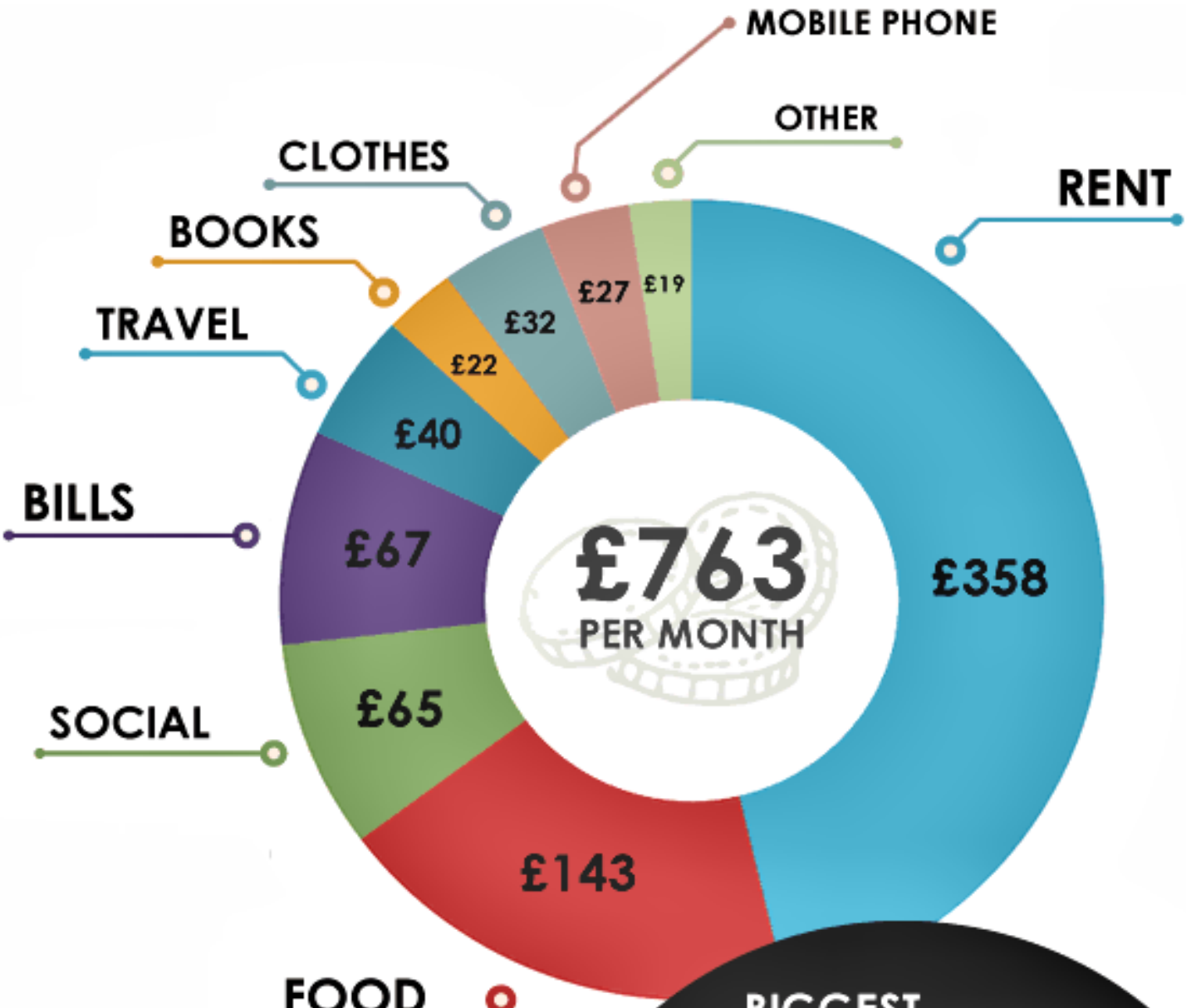
How do students feel about their student loans?

worry about repaying student loan

don't understand loan repayment conditions

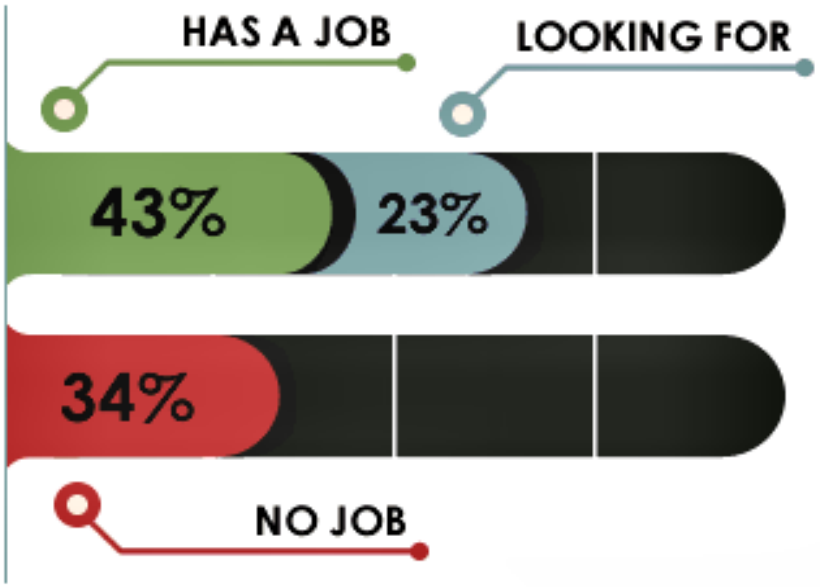
> *I worry about getting a job when I graduate that can support me financially*

How do students spend their money?



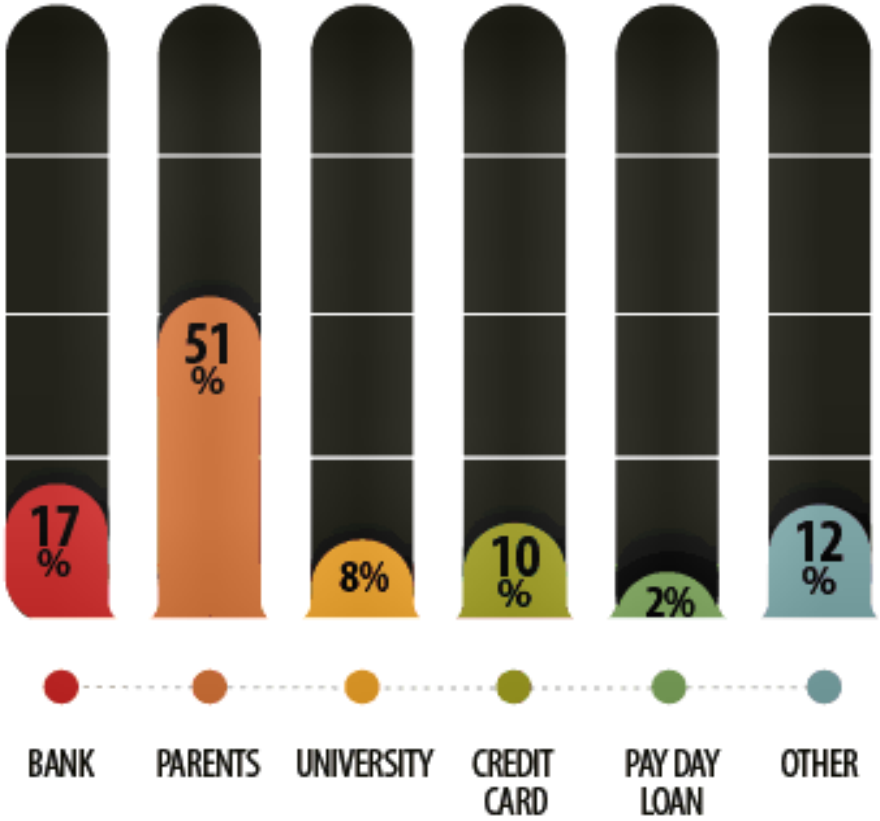
> *Students are given a lot of money in loans, but rent and living costs are simply too much*

How many students have a part-time job?



> *Having to work is having an impact on my studies and even getting in the way of my relationship*

Where do students get money in an emergency?



> *"I've had to borrow money from my parents to survive*

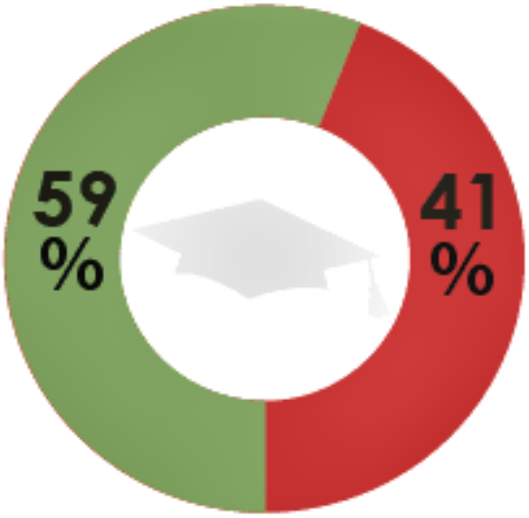
1 in 5

have

GAMBLED

Is university worth it?

"YES"



"NO"

> *Student life is the best time however doesn't come without the stresses*

Produced by

SAVE THE STUDENT!
the student money site

Sources:

http://www.savethestudent.org/money/student-money-survey-2013-results.html

Survey statistics taken from the Save the Student National Student Money survey 2013. Conducted online.

Sample size was 2,332 university students in the UK between 16-27th May 2013

2012 statistics taken from the same survey conducted last year. Conducted online. Sample size was 2,332 university students in the UK between 16-27th May 2013

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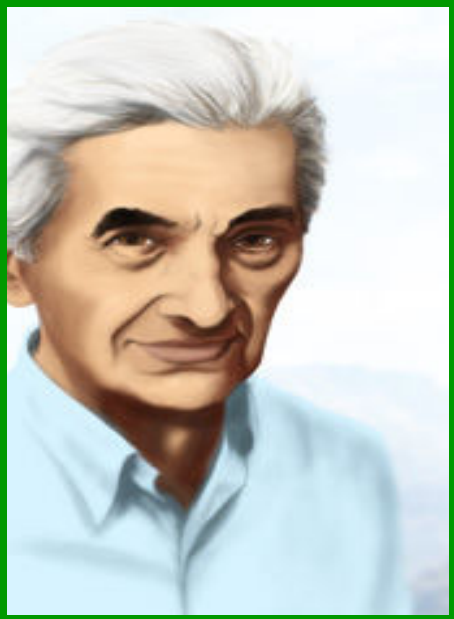
WE RECOMMEND



A PEOPLE'S HISTORY OF THE UNITED STATES

A brilliant and moving history of the American people from the point of view of those...whose plight has been largely omitted from most histories." Packed with vivid details and telling quotations, Zinn's award-winning classic continues to revolutionize the way American history is taught and remembered. (source)

UNITED STATES OF SECRETS

If you want the complete picture surrounding Edward Snowden and the National Security Agency, PBS' Frontline documentary "United States of Secrets" is where you should start. While journalist Glenn Greenwald has promised many more leaks to come from the ex-NSA contractor, this two-part series reveals context, interviews with many more whistleblowers in the national security state, and the back story that brought us to the front page stories of mass surveillance with the aid of Silicon Valley heavyweights.(source)

read it »

watch it »

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